User's Guide

Service Addendum

A4000

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December 1992
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User's Guide

Service Addendum

A4000

INTERNATIONAL EDITION

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Commodore Business Machines, Inc.
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WARNING

Installation information in this document is for reference only. All installation of internal optional devices or equipment including third-party optional devices or equipment, should be performed by an experienced and knowledgeable technician. All servicing or upgrading of original or optional devices or equipment should also be performed by an experienced and knowledgeable technician. UNAUTHORIZED INSTALLATION, SERVICING OR UPGRADING MAY VOID YOUR WARRANTIES.

This manual provides a general description of various product configurations and features currently planned for inclusion in Commodore's product line. The configurations and features described may not be available or otherwise apply to your particular system. Please consult your Commodore dealer with any questions.

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NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used according with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

CAUTION: Only equipment with shield-grounded cables (computer input-output devices, terminals, printers, etc.) certified to comply with appropriate FCC limits can be attached to this device. Operation with non-certified equipment may result in communications interference. Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the device.

This digital apparatus does not exceed the Class B electromagnetic noise emission limits for digital apparatus as defined in the radio interference regulations of the Canadian Department of Communications.

Le présent appareil numérique n'émet pas de bruits radioélectriques dépassant les limites applicables aux appareils numériques de Classe B prescrites dans le règlement sur le brouillage radioélectriques édicté par le Ministère des Communications du Canada.

This book was produced using a variety of Commodore systems by Ross Hippely, Wilson Harp, and Carina Ahren.

P/N: 368 924-01

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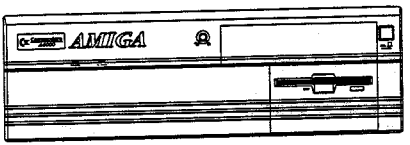
Welcome



The hardware strengths of the Commodore® Amiga® family of personal computers make the Amiga the computer platform of choice for video, multimedia, 3-D modeling, and other graphics-intensive applications. The Amiga 4000 line features more sophisticated standard graphics capabilities and a modular, easily-expandable base unit for maximum flexibility.

Features

The Amiga 4000 (A4000) offers the most advanced set of features in the Amiga line. These features include:

- Motorola 68040 series microprocessor running at 25 MHz, on a removable processor module
- AA custom chipset offering graphics with 256 colors from a palette of 16.8 million in all color modes
- Up to 2 MB 32-bit "Chip" memory using SIMMs
- Up to 16 MB 32-bit "Fast" memory using SIMMs

- Four Zorro III AUTOCONFIG expansion slots
- Extended video slot
- Local-bus CPU slot
- Three PC/AT compatible bridge slots
- High-capacity (1.76 MB) floppy drive
- AT IDE hard drive interface (16-bit)
- Mounting provisions for internal 3.5-inch and 5.25-inch devices
- Four-voice stereo sound output
- Front panel keylock for security

Using this Guide

This guide is designed to help you set up your Amiga system quickly and safely. It contains information on making the necessary external connections, adding internal and external expansion options, and other hardware-related tasks. Once your Amiga system is up and running properly, you should be able to put this manual aside until such time as you add expansion hardware or need technical information.

Consult the other Amiga documentation included with your system for software information.

Document Conventions

In this and other Amiga documentation from Commodore, the following conventions are used:

Amiga, A4000 The Amiga 4000 main unit is usually referred to as the A4000 or the Amiga.

Key1 + Key2 Key combinations with a plus (+) sign between the keys indicate pressing the keys simultaneously. For example, Right Amiga+O means to hold down the right Amiga key and, while holding it down, press O.

Amiga keys	These two keys on the Amiga keyboard are used for special functions. The left Amiga key is to the left of the space bar and is marked with a large solid A. The right Amiga key is to the right of the space bar and is marked with an outlined A. Unlike Shift and Alt key pairs, the two Amiga keys usually have different functions.
Enter	Directions to "enter" something mean to type in the indicated information and then press Return.
arrow keys	The arrow keys are the four keys in an inverted-T formation to the right of the main keyboard, with arrows on them pointing up, down, left, and right. Do not confuse these keys with others on the keyboard marked with arrows.

Related Documentation

- *Using the Amiga Workbench*™
- *Using AmigaDOS*™
- *Using ARexx*
- *The Amiga Hard Drive User's Guide*

If you come upon terms in this book that you do not understand, look in the Glossary of *Using the Amiga Workbench*, which defines many computer and Amiga-specific terms.

Chapter 1
Quick Connect

As you unpack your system, check the items in the system box. Contact your dealer immediately if anything is damaged.

This chapter guides you through setting up your system. Read the instructions carefully.

Before You Begin

- Choose a location for your system away from heat, dust, smoke, vibration and electrical interference.
- Choose a stable work surface at least 15 cm away from a wall. The ventilation slots on the back of the main unit must not be blocked.
- Have on hand a multi-outlet power strip with surge protection. (These units are available from most computer stores.) Commodore strongly recommends that you use this type of outlet to protect your system from electrical problems.
- Make sure your equipment matches the electrical requirements for the country in which you are using the computer. For example, you can't use a 110/115 volt model in countries having a 220/240 volt system.
- Read the descriptions in this chapter to acquaint yourself with the purpose and function of each feature and connector.

As You Set Up Your System

- If possible, plug your system into a separate circuit to avoid any electrical interference. Voltage surges and drops caused by

devices such as air conditioners, fans and vacuum cleaners can cause damage to your computer data and/or to the computer itself.

- Look at your system and match the features and connectors with the illustrations in this chapter. Use the illustrations to help you identify the lights, switches, connectors and disk drive.
- Use the instructions to connect the monitor, keyboard and any optional peripherals to the system unit. All connectors are shaped so they fit only one way. Don't try to force a cable into a connector.
- Never connect or disconnect any equipment when the system power is on!
- If you have a problem, always check the instructions before proceeding, especially the illustrations. Remember, you can cause damage by not following instructions.

Main Unit

The main unit case contains the basic components that run your computer. The system motherboard, disk drives, power supply, and optional expansion boards are located in the main unit. The other parts of your computer system connect to the main unit by cables.

Figure 1-1, the front panel, identifies system features such as the key lock and floppy disk drive. The left side panel, illustrated in Figure 1-2, shows the mouse port. The rear panel, illustrated in Figure 1-3, shows you where the other parts of your system (for example, the monitor and keyboard) plug into the main unit.

Front Panel

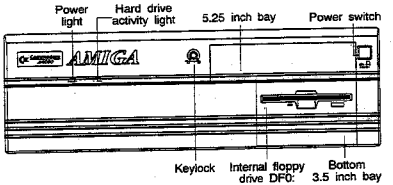


Figure 1-1. A4000 front panel

Side Panel

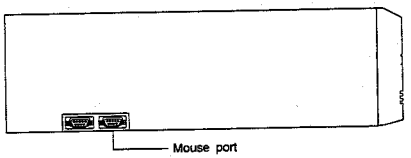


Figure 1-2. A4000 left side

Rear Panel

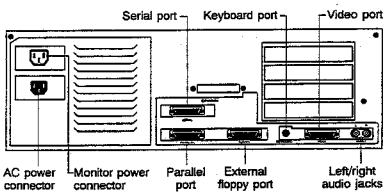


Figure 1-3. A4000 rear panel

Connecting the Basic Equipment

Begin setting up your Amiga system by connecting the keyboard, connecting the mouse, and connecting the monitor.

Attaching the Keyboard

Plug the keyboard cable into the port labeled KEYBOARD. The indentation on the connector at the keyboard cable must be facing up.

Attaching the Mouse

To attach the mouse, plug the mouse cable into the front mouse port on the left side of the Amiga. Press firmly, but do not force. The cable connector is designed to fit snugly into the mouse port.

Leave a clear area approximately 12 inches (30 centimeters) square to the right or the left of the keyboard so that you have room to move the mouse freely. Use of a mouse pad helps keeps the mouse from getting dirty and makes it respond better.

Before using the mouse, remove the packing material. Turn the mouse upside down and pull out the piece of foam that holds the mouse ball in place.

Attaching the Monitor

Plug the monitor cable into the port labeled VIDEO. If the cable has a small 15-pin VGA-style connector, connect the 23-pin to 15-pin adapter included with the A4000 to the VIDEO port, then connect the monitor cable to the adapter.

Several types of monitors can be used with the A4000. An analog RGB monitor with a 23-pin female connector, such as the Commodore 1084 or 1084S, connects directly to the A4000 VIDEO port. This monitor must be capable of a 15 KHz horizontal scan rate to accept the Amiga's standard video output. See Appendix A for more information on monitor compatibility.

By using the 23-pin to 15-pin adapter, most multiscan or VGA/SVGA type monitors can be connected. Such monitors allow use of the Amiga's higher-resolution display modes (over 15 KHz horizontal scan rate). A multiscan monitor is required if you wish to use display modes that have different horizontal scan rates.

To use additional hardware, you may need other types of display devices and/or adapters. For example:

- A very high-resolution, accelerated graphics board may require a special high-bandwidth monitor with separate red, green, and blue BNC input connectors.
- A genlock, RF modulator, or other video related device allows you to use an ordinary television or a composite video monitor for certain display modes. Such devices may have an F (coaxial) connector, antenna leads, RCA jacks, and/or BNC connectors.

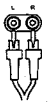
See the documentation for your graphics expansion hardware and your monitor for specific information about making the proper connections. Your dealer can help you choose the right combination of graphics hardware, monitor, and monitor cable or adapter for your use.

If you have no optional equipment to install, skip ahead to the section, "*Connecting Power and Turning On the Amiga.*" Power connection is always the final step.

Connecting Optional Equipment

If you have tested your Amiga system after making the basic connections, turn it off before connecting any other items. Never attempt to connect or disconnect anything while the power is on.

Audio Connection



Two RCA jacks (female connectors) labeled AUDIO L and R connect the Amiga's left and right sound channels to a monitor or audio equipment.

Audio Connection to a Stereo Monitor

A monitor with internal speakers allows you to hear the Amiga's sound output without other external equipment. An Amiga stereo monitor comes with a stereo cable, color-coded for the left and right channels. Insert the connectors at one end of the cable into the Amiga's left and right audio output jacks. Then insert

the cable's other connectors into the corresponding audio input jacks on the monitor.

Audio Connection to a Monaural Monitor

A monitor with monaural sound capability, can still accept both Amiga audio channels. Either use a "Y" adapter cable plugged into both Amiga audio jacks, or plug a single audio cable into one of the jacks. Insert the other end of the cable into the monitor's audio input jack. Both audio channels will be routed to the monitor speaker.

Audio Connection to Other Equipment

If your monitor does not have speakers, you can connect the Amiga's audio output to separate powered speakers, a stereo system, or other audio equipment. Use input connectors labeled Auxiliary, Aux, Audio In, CD, Tape, VCR Audio, etc. on the equipment. You need a stereo audio cable with RCA connectors at one end and the appropriate type of connector for your equipment at the other end. Audio cables and adapters are available from most electronics and stereo stores.

Insert the RCA connectors into the Amiga's audio output jacks and the other connectors into the equipment's audio input jacks. Consult the equipment's user manual for further instructions on using its external inputs.

Attaching an External Floppy Drive

To attach an external 3.5-inch floppy drive to the Amiga, use the port labeled FLOPPY. The drive must be Amiga compatible, with a 23-pin male connector.

Attaching a Parallel Device

To attach a parallel device such as a Centronics compatible printer or a scanner to the Amiga, use the port labeled PARALLEL. The cable you use must have a 25-pin male connector on the Amiga end and the appropriate type of connector for the parallel device on the other end.

Attaching a Serial Device

To attach a serial device, such as a modem, MIDI interface, or serial printer, use the port labeled SERIAL. This connector is directly above the PARALLEL connector. The cable you use must have a 25-pin female connector on the Amiga end and the appropriate type of connector for the serial device on the other end.

Attaching a Joystick

To attach a joystick, light pen, or other special controller, use the rear 9-pin port on the left side of the unit. The controller's connector must be female.

Note Refer to Appendix B for technical information on the internal and external connectors.

Connecting Power and Turning On the Amiga

Caution **Do not plug in and turn on the Amiga until you have securely connected all equipment.**

When all other connections have been made, you can connect your system to power and turn it on.

1. Connect peripherals to power.
2. Plug in all peripheral equipment as described in the previous sections.
3. Attach the Amiga power cable.

In the United States and Canada the Amiga power cable is a free cable with a 3-pin female connector at one end and a standard 3-prong male power plug on the other end. The female end is attached to the lower (male) power connector. The other end of the cable may then be inserted into a three-prong grounded AC outlet.

If you have a monitor whose power connector fits into the upper (female) power connector, you can plug the monitor into it, and control power to both the Amiga and the monitor with the Amiga power switch.

Note Different countries may use other power cable designs. Be sure your Amiga matches the electrical voltage requirements in your country.

If in doubt about electrical hookup requirements consult your dealer.

4. Plug in the Amiga
5. Turn on the other equipment
6. Insert the key in the keylock

Make sure the keylock is in the unlocked position.

7. Turn on the Amiga

Press the power switch at the top right corner of the front of the main unit. The Amiga will begin to boot. Chapter 2 contains information on booting the Amiga.

Chapter 2
Getting Started

This chapter covers booting your Amiga system for the first time, and using the keylock, keyboard, and keyboard mouse equivalents.

Booting

What you see when you turn on the Amiga depends on whether you have a hard disk based system or a floppy disk based system with no hard disk.

Floppy-Based Systems

When a floppy-based Amiga system is turned on, it looks for a bootable floppy disk in the internal floppy drive, DF0:. This disk can be a copy of your Workbench disk or a bootable application disk.

If a bootable disk is not found, the Amiga prompts you by displaying a disk being inserted into a drive. When a bootable floppy disk is inserted into DF0:, the screen goes blank while the Amiga loads the system information it needs from the disk.

Booting from floppy takes about two minutes. When the process is complete, you should see a screen similar to that illustrated in Figure 2-1.

Hard Disk-Based Systems

The Amiga can boot directly from a hard disk if your system has one. You do not need to insert any floppy disks.

The Opening Screen

When the Amiga has finished booting, the Amiga Workbench screen is displayed (Figure 2-1). If you do not see a screen similar to this, the Amiga did not boot successfully and you should refer to Chapter 7, *"Help with System Problems."*

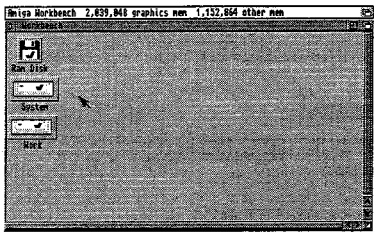


Figure 2-1. Workbench screen

With the Workbench screen displayed, you can set up the Workbench environment as it suits you and configure the system to take best advantage of your hardware setup.

See *Using the Amiga Workbench* for complete information on:

- Booting and rebooting
- Installing and reinstalling the system software
- Setting your system up for your language and country
- Making backup copies of your system disks
- Using the Preferences editors

The rest of this guide assumes that you are familiar with basic Amiga operations and terminology.

The Keylock

The A4000 front panel keylock is designed to prevent unauthorized use of the Amiga. When the keylock key is in the unlocked position the keyboard and mouse work normally. When the key is in the locked position, the Amiga does not respond to keyboard or mouse activity. Remove the key from the lock when in the locked position, and take the key with you to prevent unauthorized access to the computer.

Note — Although mouse motion has no effect when the keylock is locked, the Amiga does respond to the mouse buttons. Do not leave the mouse pointer over a gadget or icon when locking it, to prevent mouse button clicks from having an effect.

The system can still be turned off when the keylock is in the locked position.

Turning Off the Amiga

When you finish a computing session and want to turn off the Amiga:

1. Save to disk any work that you want to keep. Turning off or rebooting the Amiga erases whatever is in memory.

   Important: Do not turn off or reboot the Amiga while any disk activity is in progress! Wait at least 5 seconds after all disk drive activity lights have gone out before removing floppy disks or turning off the Amiga. Also, if you are using software that automatically saves to disk periodically or which allows remote access to the Amiga's disks through a network, exit the software or disable the network connection before powering off or rebooting.

2. Remove any disks from the floppy drive(s).

3. Press the power switch on the upper right front corner of the Amiga. The power light on the left front of the Amiga will go out.
4. Turn off the monitor and any peripherals.

Note If you want to turn the Amiga on again immediately, wait at least 10 seconds after turning the machine off before turning it on again.

The Amiga Keyboard

The Amiga keyboard is similar to industry-standard computer keyboards. It has four sections:

- The main keyboard
- The numeric keypad
- The function keys
- The Del, Help, and arrow keys

Figure 2-2 illustrates the keyboard layout.

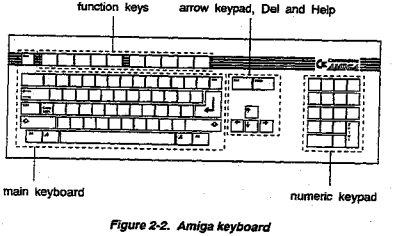


Figure 2-2. Amiga keyboard

Remember the following points when using the keyboard:

- The layout or "mapping" of characters to the keys is determined by the Preferences keymap setting. This typically varies by country.
- Keys can be redefined by an application to have special functions. If you notice unexpected responses to some keystrokes (especially when switching between windows and screens running different applications) this may be the reason. For specifics on how an application affects the keyboard, see the application's manual.
- Depending on the application, certain key combinations may have special meaning. The keys may need to be pressed simultaneously or one after the other.
- Many keys on the keyboard repeat for as long as they are held down.
- You cannot interchange the numeral "0" and the uppercase letter "O," or the numeral "1" and the lowercase letter "l."

Note International keyboards have two additional keys on the main keyboard, located near the Shift key positions. The characters they produce depend on the current keymap.

The Main Keyboard Area

The main keyboard area has standard alphanumeric typewriter keys plus special keys with computer-specific uses. Some of these are "qualifier keys," which have no effect by themselves, but are used with other keys for special functions.

Qualifier keys include the following:

Shift Keys

Two Shift keys, marked with an up arrow (⇧) are located on either side of the bottom row of letters. These keys can be used the same way as the shift keys on a standard typewriter. Press either Shift key simultaneously with any alphabetic key or with any key having

two characters on the keycap to produce the uppercase or top character. The Shift keys are also often used with other keys to perform special functions.

Alt Keys

The two Alt (Alternate) keys, located at the extreme left and right sides of the bottom row of the keyboard, are often used with other keys to perform special functions.

Ctrl

The Ctrl (Control) key, located on the left side of the middle row of letters, is a program-defined key that is often used with other keys to perform special functions.

Left Amiga

The left Amiga key, located on the bottom row of the keyboard just to the left of the space bar, is used with other keys to perform special functions, particularly keyboard shortcuts for gadget selection.

Right Amiga

The right Amiga key, located on the bottom row of the keyboard just to the right of the space bar, is used with other keys to perform special functions, particularly keyboard shortcuts for menu selection.

Caution **The key combination Ctrl+Left Amiga+Right Amiga reboots the Amiga. See Chapter 1 in *Using the Amiga Workbench* for details.**

Other special keys include the following:

Return

The Return key, located on the right side of the main keyboard area in the middle two rows, transmits information or a command to the computer. This key is sometimes referred to by the symbol "↵" or as the Enter key.

Caps Lock

The Caps Lock key, located next to the Ctrl key, forces all alphabetic keys (A through Z) to produce uppercase (capital) letters. Other keys, however, are not affected by the Caps Lock key. To type the upper characters on the nonalphabetic keys, you must still hold down one of the Shift keys and press the key for the desired character.

When Caps Lock is active, a light on the key is illuminated. To inactivate Caps Lock, press the key again so that its light goes out.

Esc

The Esc (Escape) key, located at the top left of the keyboard, is a program-defined key, often used as a shortcut to leave or enter a program or a certain program mode.

Tab

The Tab key, located on the left side of the top row of letters, can be program-defined to move the cursor to a set position. Tab is used extensively in word processing and desktop publishing programs. In addition, many Workbench programs that have several text gadgets let you use Tab and Shift+Tab to move from gadget to gadget.

Backspace

The Backspace key is the key farthest right in the top row of the main keyboard. Pressing Backspace deletes any characters to the left of the cursor and causes the cursor, and any characters to the right of it, to move to the left.

The Numeric Keypad

The numeric keypad is located to the far right of the keyboard. The keys are arranged in a calculator layout to facilitate numeric data entry. The numeric and arithmetic symbol keys on the keypad are equivalent to the numeric and arithmetic symbol keys on the main keyboard.

In many cases, you can use the Enter key on the numeric keypad just as you use the Return key on the main keyboard—that is, to transmit data and commands to the computer. The keypad may be redefined for special functions by some applications.

Note The legends on the front of many of the numeric keypad keys, such as PgDn and Home, are normally not applicable to Amiga programs. The indicated functions are available only when running MS-DOS on a PC emulator, or within certain PC-based applications.

The Function Keys

The function keys, located at the top of the keyboard and labeled F1 to F10, are programmable keys. Applications can define these keys to activate special functions or may allow you to define them.

The Del, Help, and Arrow Keys

Del

The Del (Delete) key, located just to the right of the top row of the main keyboard, deletes the character at the cursor position. Any characters to the right of the cursor move to the left.

Help

The Help key, located to the right of the Del key, is a program-defined key that applications can use to provide additional information or user assistance while a program is running.

The Arrow Keypad

The four arrow keys are grouped in a small keypad at the lower right side of the keyboard, between the main keyboard and the numeric keypad. These keys control the movement of the cursor (up, down, left, and right) on the screen. The direction in which each key moves the cursor is indicated by the direction of the arrow on the key. These keys may also have special functions with different qualifier keys, depending on the application.

Keyboard Equivalents to the Mouse

You can use the keyboard in addition to or instead of the mouse to move around the screen and select icons, gadgets, and windows.

In programs that mainly use the keyboard to enter information, this can be faster and more convenient. The keyboard equivalents are also useful if your mouse is malfunctioning, or when you need to make extremely precise pointer movements.

The following key combinations are available from any application, to let you perform mouse movement and button presses with the keyboard.

Move left	either Amiga key+left arrow
Move right	either Amiga key+right arrow
Move up	either Amiga key+up arrow
Move down	either Amiga key+down arrow
Left mouse button	Left Alt+left Amiga
Right mouse button	Right Alt+right Amiga

Note In the arrow key combinations in this table, pressing Shift at the same time as the other two keys makes the pointer move faster.

Chapter 3

Before Expanding Your System

This chapter summarizes the internal expansion options for the Amiga, and illustrates general option installation procedures. For detailed information, see the appropriate chapter in this manual and the installation manual for the option you are installing.

The Amiga can accommodate several types of internal expansion options:

- Memory expansion
- Amiga bus (Zorro III/Zorro II) expansion boards
- Processor modules
- Bridgeboard PC emulator boards
- Video expansion boards
- 3.5-inch drives
- 5.25-inch drives

Memory Expansion

The amount of random access memory (RAM) in the A4000 is expandable to 18 megabytes (18 MB) on the motherboard using single inline memory module (SIMM) sockets. All motherboard RAM is 32-bit memory directly addressable by the operating system.

The Amiga's memory consists of Chip RAM and Fast RAM. Chip RAM is memory shared by the microprocessor and the Amiga's custom chips. Fast RAM is memory used exclusively by the

processor. Up to 2 MB of Chip RAM and 16 MB of Fast RAM may be installed in the A4000's SIMM sockets.

RAM can be added quickly and inexpensively by installing standard SIMM units in the five motherboard sockets. Additional memory can be added using the Amiga bus slots, if desired. Replacement processor modules also may accommodate RAM.

Processor Expansion

The A4000 central processing unit (CPU) is mounted on a removable processor module that plugs into the 200-pin CPU expansion slot. This is a "local bus" slot provided specifically to support expansion options that must be tightly coupled to Amiga motherboard memory.

The standard processor module contains a 25 MHz Motorola 68040 series microprocessor. These processors use the Amiga's 32-bit RAM efficiently for very high speed operation.

To upgrade to a faster processor, additional high-speed memory, a digital signal processor (DSP), or other performance enhancements, the original A4000 processor module is removed and replaced.

Amiga Bus Expansion

There are four 100-pin general purpose expansion slots in the A4000. These use the Zorro III Amiga expansion bus, which yields high performance with a wide variety of expansion devices, including, for example, high resolution framebuffers, video and audio digitizers, SCSI interfaces, RAM, and multiport I/O boards—all within the main chassis of the computer.

The Zorro III slots are 100% compatible with the many Zorro II expansion boards already available for the Amiga. Use of Zorro II expansion boards does not lower the performance of Zorro III boards that may also be installed.

Bridgeboard Expansion

Three of the Amiga bus expansion slots are in line with PC/AT compatible slot connectors, enabling the use of the Commodore Bridgeboard PC emulator boards and PC expansion boards in the Amiga. A Bridgeboard is a fully functional PC compatible computer with its own microprocessor, memory, and the circuitry needed to link the PC and Amiga systems. Since the Amiga is multitasking, an Amiga equipped with a Bridgeboard can run DOS and Windows programs at the same time as Amiga programs.

A Bridgeboard is a full-length board that occupies both the 100-pin Amiga bus connector and the 98-pin PC/AT connectors that are in line with it. With a Bridgeboard installed, the other two slots with PC/AT connectors can accept most standard PC/XT and PC/AT drive controllers, VGA/SVGA video adapters, I/O boards, and other options for the Bridgeboard's use.

With a Bridgeboard installed, the Amiga expansion slots that are in line with unoccupied PC/AT slots can still be used by Amiga expansion boards.

Video Expansion

The Amiga video expansion slot accommodates internal installation of graphics and video options. Using this slot keeps all video circuitry in the metal housing of the Amiga's main unit, helping to minimize RF interference problems.

The video slot is in line with one Amiga bus expansion slot. This allows a video expansion board to incorporate, or be easily connected to, a standard Zorro III/II expansion board. This adds versatility, while enabling high-speed data transfer between the Amiga's main memory and a graphics output device.

The analog RGB output of the Amiga is compatible with worldwide television standards (both North American NTSC and European PAL). This makes the Amiga particularly well suited to video and multimedia options, such as a genlock, digitizer, composite encoder, or character generator.

The video slot connector has been extended compared with previous Amiga models to make graphics signals produced by the AA custom chip set available. Most boards produced for the earlier video slot are still electrically compatible with the newer slot. The rear bracket of video boards produced for earlier Amigas, however, may require some modification to fit the A4000 chassis.

Drive Expansion

The Amiga has ample space and mounting hardware for internal drive expansion, allowing both 3.5-inch and 5.25-inch devices.

3.5-Inch Devices

The A4000 can accommodate up to four 3.5-inch devices internally. The two front bays (one already filled by the internal floppy drive) have external access; the two in the rear position are suitable for hard drives that do not require external access.

Note In order for two devices to be installed in either the front or the rear 3.5-inch bays, both devices in either area must be low profile units (1 inch/25 mm in height). If a half-height (1.25 inch/32 mm) device is installed in either area, another device cannot be installed in that area.

The A4000 contains a built-in Intelligent Drive Electronics (IDE) hard disk controller, to which one or two devices may be connected internally via the ribbon cable included. You can use one of the Amiga expansion slots to add a SCSI adapter, which could then control additional internal and external storage equipment, such as CD-ROM drives, tape drives, scanners, and so on.

You can install a second floppy drive (DF1:) in the bottom front 3.5-inch bay, provided that the DF0: floppy drive is a low profile unit. Additional floppy drives (DF2: and DF3:) may be connected externally using the floppy drive connector on the rear of the main unit.

5.25-Inch Devices

The top front drive bay in the A4000 can accommodate a half-height 5.25-inch device such as a CD-ROM, PC floppy, tape, or removable media drive. If this is neither a standard floppy nor an IDE device, you may also need to have a controller board, such as a SCSI adapter, for the device.

When Installing Internal Options

Warning

Turn off and unplug the Amiga before you install any internal expansion device. Disconnect all cables for external peripherals from the Amiga.

Installation of internal options should be performed by an authorized Commodore dealer/service center or by a knowledgeable technician. Commodore will not be liable for any damages or injuries caused by improper installation of expansion equipment.

This section and following chapters give general information on installing options in the Amiga. Installing an option inside the Amiga always includes:

1. Turning off the Amiga and disconnecting it from the AC power outlet.
2. Disconnecting the mouse and all other external peripherals.
3. Removing the Amiga's cover.
4. Following the expansion device manufacturer's specific installation instructions.
5. Reassembling the Amiga and replacing the cover.
6. Reconnecting peripherals and power, performing any software installation or configuration that may be necessary, and testing the device for proper operation.

Note Because optional items can occasionally have unforeseen interactions, Commodore strongly recommends that new expansion devices be tested first without any other expansion devices connected. If you experience problems after installing any device, try removing any other optional items from the system, and test the new item by itself, then in various combinations with other items. Often a solution to the problem can be found when the interacting items are identified.

ESD Precautions

Integrated circuit (IC) chips are sensitive to static electricity. When handling electronic components containing IC chips, including expansion boards and RAM modules, always take precautions to reduce the chances of electrostatic discharge (ESD) harming the components.

Touching a nearby grounded metal surface before touching a component drains static electricity, reducing the likelihood of ESD damage.

Removing the Cover

To remove the Amiga's cover:

1. Use a Phillips-head screwdriver to remove the two screws at the upper corners of the rear of the main unit.
2. Grasp the cover on both sides as illustrated in Figure 3-1, and slide it backward and up.

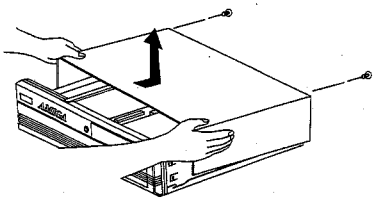


Figure 3-1. Removing A4000 main unit cover

Figure 3-2 illustrates the location of most major components in the A4000.

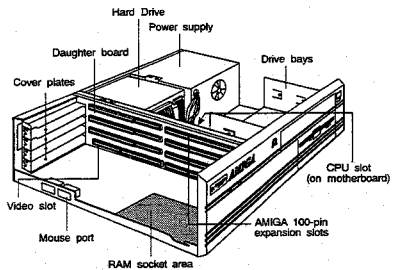


Figure 3-2. A4000 internal components

Removing Expansion Boards

To remove an installed expansion board:

1. Once you have opened the Amiga, turn it so that the daughterboard faces you.
2. Disconnect any wires, ribbon cables, etc., that may be connected to the expansion board.
3. Remove the screw securing the expansion board's rear bracket to the Amiga's chassis.
4. Grasp the expansion board firmly near either end, and pull forward. You may have to rock the board slightly from side to side—not up and down—to loosen it in the slot.
5. If not installing another expansion board in the vacant slot, replace the slot's cover plate and secure it with the screw.

Setting Jumpers

Jumpers are small components on a circuit board that control a computer's or expansion unit's hardware configuration. It is sometimes necessary to set one or more jumpers to change the default configuration of the computer, or to add an internal expansion device.

A jumper consists of a row of two or more closely spaced metal pins projecting from the circuit board and a metal-lined plastic cap that can fit over two adjacent pins. The cap connects (shorts) the two pins. When two of the pins are connected by the cap, they are "closed;" pins not connected by the cap are "open." The combination of open and closed pins is the jumper's setting, which determines a specific hardware function.

Note If all pins on a jumper must be left open, save the cap by covering only one pin of the jumper. This keeps the cap handy if you need to change the jumper's setting in the future.

Figure 3-3 shows the side and top views of a three-pin jumper in which pins two and three are closed.

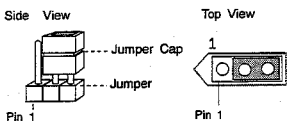


Figure 3-3. Typical jumper

To properly set a jumper you usually need to determine which pin is pin 1. The pin 1 end of the jumper may be indicated on the circuit board by either:

- A numeral 1 printed near one end of the jumper.
- A box with one pointed end printed around the jumper, with the pointed end being pin 1 (see Figure 3-3, top view).

Sometimes the meanings of the jumper positions are explicitly labeled on the circuit board. For example, the two positions of a three-pin jumper might be labeled "ENABLE" and "DISABLE".

To change a jumper setting:

1. Disconnect the Amiga and remove the system cover, as described earlier in this chapter.
2. Determine the name or number of the jumper to change.
3. Look up that jumper in the jumper table, noting its location on the circuit board and the required jumper cap position.
4. Locate the jumper on the circuit board.
5. Lift the cap off the pin(s) it currently occupies, and press it down in the new position.

Chapter 4

Installing Motherboard Options

This chapter discusses installation of options on the Amiga motherboard, including adding memory and processor options.

Figure 4-1 illustrates the location of SIMM sockets and the CPU slot on the A4000 motherboard.

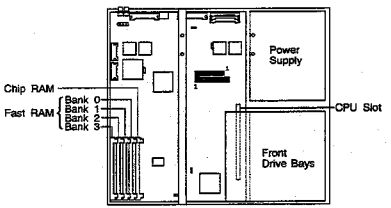


Figure 4-1. Motherboard components

Adding Memory

The five SIMM sockets provided on the motherboard give a quick and nearly foolproof way to add memory. Both of the Amiga's two

memory types, Fast memory and Chip (graphics) memory, can be increased this way.

See Appendix A for detailed information on the required parameters of acceptable SIMM modules.

Note Fast memory can also be added using Amiga bus and CPU slot boards; however, using the motherboard sockets leaves expansion slots free for other options.

The following sections explain memory options and considerations, including:

- Fast versus Chip memory
- SIMM memory size
- Fast RAM bank locations
- Page mode versus static-column mode
- Installing SIMM units
- Testing memory installation

Fast Memory

Fast memory (also called Fast RAM) is general purpose non-Chip memory that the microprocessor can access at full speed. The A4000 has four SIMM sockets for Fast RAM expansion. These are the four sockets nearest the edge of the motherboard. The fifth socket is for Chip RAM expansion, covered in a later section.

Fast RAM Banks and SIMM Size

The four Fast RAM sockets are labeled on the motherboard as Banks 0, 1, 2, and 3, and they must be filled in that order. If your Amiga already has one or more banks occupied, place additional SIMMs in the next higher numbered banks.

The Fast RAM SIMMs can be one of two memory sizes: one megabyte (1 MB) or four megabyte (4 MB). By filling the indicated banks with the appropriate size SIMMs, the following Fast RAM configurations are possible.

Table 4-1. Fast RAM configurations

Amount of Fast RAM	SIMM Size	Bank(s) Filled
1 megabyte	1 MB	0
2 megabytes	1 MB	0, 1
3 megabytes	1 MB	0, 1, 2
4 megabytes	1 MB	0, 1, 2, 3
4 megabytes	4 MB	0
8 megabytes	4 MB	0, 1
12 megabytes	4 MB	0, 1, 2
16 megabytes	4 MB	0, 1, 2, 3

Note that the two sizes cannot be mixed within the Fast RAM section. The physical packaging of Fast RAM SIMMs must be single-sided, 1 inch/2.54 cm or less in height.

SIMM Size Jumper

There is one jumper, SIMM SIZE, that is associated with Fast RAM. It must be set correctly according to the size of the installed SIMMs. Its two positions are labeled "1M" for 4 megabyte SIMMs; and "256K" for 1 megabyte SIMMs. See Appendix D for the jumper's location on the motherboard.

Chip Memory

Chip memory, also known as graphics memory or Chip RAM, stores graphics, sound, and other data that must be accessible to the Amiga custom chips. Running software that requires large amounts of this type of memory, especially when multitasking, can quickly exhaust 1 megabyte of Chip RAM. Chip RAM occupies the innermost SIMM socket on the motherboard.

Chip RAM SIMMs

An Amiga with one megabyte of Chip RAM can be upgraded to two megabytes by changing the SIMM in the Chip RAM socket to a

larger module. One-megabyte Chip RAM systems have a 1 MB module. By removing this module and inserting a 2 MB module, Chip RAM increases to 2 megabytes. This yields the following Chip RAM configurations.

Table 4-2. Chip RAM configurations

Amount of Chip RAM	SIMM Size
1 megabyte	1 MB
2 megabytes	2 MB

A 1 MB module removed from the Chip RAM socket can be installed in an open Fast RAM socket if there are no 4 MB modules in the Fast RAM section. There are no jumpers to set when upgrading Chip RAM.

Installing Memory Modules

To install a SIMM in one of the RAM sockets:

1. Disconnect the Amiga and remove the cover, as described in Chapter 3.
2. Remove any expansion boards in the daughterboard slots.
3. Locate the proper SIMM socket.
4. Remove the existing SIMM if necessary.
5. Insert the new SIMM carefully into the socket, as illustrated in Figure 4-2. Insert the connector edge of the module first, then press the opposite edge down and in to seat the module. SIMMs are notched to ensure proper orientation in the socket. Be certain that each module is fully seated and locked into place by the tabs at either end of the socket.

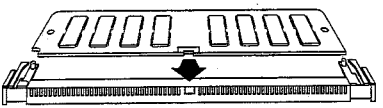


Figure 4-2. Inserting a SIMM into a socket

6. Change the setting of the SIMM SIZE jumper if necessary.
7. Replace any expansion boards you removed.
8. Replace the Amiga's cover.
9. Reconnect peripherals and power and check that the new memory is recognized.

Testing Memory Installation

After installing additional memory and replacing the Amiga's cover, check to be sure that the memory is functioning properly. Normally, any new RAM is automatically recognized by the operating system when the Amiga is turned on. The Workbench screen's title bar displays the amounts of available Chip ("graphics") and Fast ("other") memory.

If the Workbench title bar display does not reflect the amount of memory that you installed, or if the Amiga will not boot, there is a problem. Turn off the Amiga, disconnect and open it, and check that the SIMMs are all seated in the proper banks, that the SIMMs in the Fast RAM section are all of the same memory size, and that the SIMM SIZE jumper is set appropriately.

- Should you still have problems after confirming that the installation was correct, one or more of the SIMMs either is not of the proper type or is damaged.

Processor Options

The following sections discuss options related to the A4000 CPU slot, including:

- Removing and installing processor modules in the CPU slot.
- Replacing a 68EC040 microprocessor with a 68040.

The A4000 CPU slot is located on the right side of the motherboard, as illustrated in Figure 4-1. The processor module occupies this slot, mounted horizontally parallel with the motherboard. The processor module contains the Motorola 68040 series microprocessor and associated circuitry.

Removing a Processor Module

To make some modification to the processor module, such as replace the module, you must remove the module from the slot. You may need to remove the Amiga's faceplate and front drive bay assembly to reach the CPU slot. If so, see Chapter 6, "*Front Bay Installation*" in this manual for directions on how to do so.

To remove a processor module, hook your fingers under the module at either end of the slot connector and lift, as illustrated in Figure 4-3. Do not lift elsewhere on the processor module, or you may crack the module or its connector.

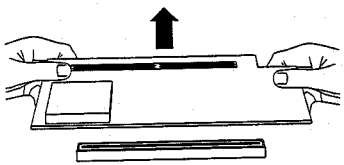


Figure 4-3. Removing processor module

Installing a Processor Module

To replace a processor module you have removed, or to install a new processor module:

1. Align the processor module so that its 200-pin connector is aligned directly over the CPU slot connector on the motherboard.
2. When it is correctly aligned, press down on the processor module directly over the connector. Do not press down elsewhere on the processor module. If it does not seat in the slot connector, it is not properly aligned.
3. If there are any other connections to be made for the processor module, make them as called for in the module's installation directions.

Upgrading a 68EC040 Microprocessor

A4000 models shipped with a 68040-level microprocessor on the processor module may have the 68EC040 variation of the chip. The EC chip omits the internal FPU and memory management unit (MMU) sections present on the full 68040. While a 68EC040 can execute math operations faster than a 68030 + 68882 FPU combination, the further performance gains of the internal 68040 FPU are dramatic. Also, some operating systems, such as UNIX, require the presence of an MMU. The 68EC040 chip is socketed so that you can remove it and replace it with a full 68040 if you require an MMU or the best possible floating point math performance.

Note When running a 68040 or 68EC040 microprocessor, the 68040.library file must be in your LIBS: directory.

68040 Chip Installation

68040 series processors are large pin grid array (PGA) chips. Removing an existing 68EC040 chip requires a suitable chip puller and a flat blade screwdriver.

Caution **Do not attempt to remove or install a microprocessor without the proper tools, or you could damage both the processor module and the chip. If you do not have the proper tools or supplies, this upgrade should be performed by your Commodore dealer/service center or a trained technician.**

1. Remove the processor module from the CPU slot.
2. Remove the heat sink from the 68EC040 chip by inserting a flat blade screwdriver vertically on one side of the heat sink retaining clip and twisting the screwdriver to release the clip.
3. Using the chip puller, carefully remove the chip, taking care not to bend any pins.
4. When you have removed the chip, embed its pins in a piece of conductive foam to protect them.
5. To install the 68040 chip, you must determine the location of pin 1 on the socket and on the chip you are installing. A small "1" printed on the module near one corner of the socket indicates the pin 1 location. Pin 1 on the chip is indicated by an L-shaped mark on one corner of the chip. Orient the chip so that the pin 1 locations of both match. Set the chip down in the socket, and when you are sure all pins are resting in their socket holes, press the chip firmly down in the socket, as in Figure 4-4.

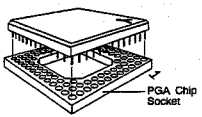


Figure 4-4. Inserting 68040 chip

6. When the chip is seated in the socket, place the heat sink on top of the chip and snap the retaining clip over it onto the chip socket tabs.

7. Replace the processor module in the CPU slot.
8. Replace the cover on the Amiga, reconnect power and peripherals, and test the system.

Internal Audio Connector

A small 3-pin connector on the A4000 motherboard enables an audio expansion device mounted internally to mix its output into the standard Amiga audio output. This way, all audio output from the Amiga passes through one audio system.

Directions on using this connector should be included with any device that attaches to it.

Chapter 5
Installing Expansion Boards

This chapter explains installation of expansion boards in the slots on the A4000 daughterboard.

The Daughterboard

Amiga bus expansion boards install horizontally, fitting into 100-pin slot connectors on a daughterboard that is mounted vertically in the Amiga (Figure 5-1). Most Amiga expansion boards can go in any slot, with these exceptions:

- A board that requires the video slot connectors must go in the bottom slot.
- A Bridgeboard and PC expansion boards must go in one of the three upper or "bridge" slots, which have PC/AT slot connectors.

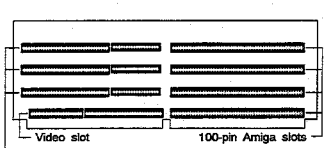


Figure 5-1. Daughterboard

The daughterboard itself is attached to the motherboard with edge connectors. The Amiga will not work properly if the daughterboard is not in place.

Expansion boards are supported by a grooved guide in front, and held in by a screw that secures the rear mounting bracket of the board to the Amiga's chassis. A plate covers the rear access port of empty slots.

Installing an Expansion Board

To install an expansion board:

1. Remove the Amiga's cover as described in Chapter 3.
2. Set any jumpers on the board that must be adjusted.
3. Turn the Amiga so that the daughterboard is facing you.
4. Remove the rear cover plate of the slot into which you are installing the board. Save the screw to secure the board. You should also keep the plate in case you need it in the future.
5. Slide the expansion board into the slot as illustrated in Figure 5-2. Make sure that the front edge of the board is in the proper grooved guide and that the edge connector(s) are aligned correctly. Press firmly, but do not use excessive force, to seat the edge connector(s) fully into the slot.
6. Reinstall the cover plate screw to hold the board in place.
7. Connect any wires, ribbon cables, etc., that may need to be attached to the board, as the board manufacturer's manual specifies.
8. Replace the Amiga's cover.
9. Reconnect peripherals and power and test the board.

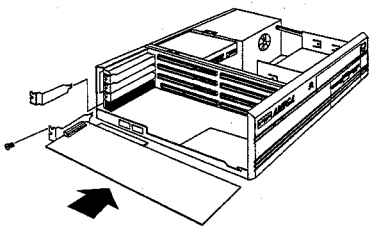


Figure 5-2. Removing cover plate and installing expansion board

Chapter 6

Installing Optional Storage Devices

This chapter discusses installation of additional internal storage devices in the Amiga, including floppy drives, hard drives, and other optional devices.

Drive Bays

The A4000 has front and rear drive bay areas. Either can be used for drives, but only the front bays have external access. A 40-wire ribbon cable is provided for installation of one or two IDE devices in the rear bays. A 34-wire ribbon cable is provided for installation of one or two Amiga floppy drives in the front bays.

Front Bays

In the front of the main unit are a 3.5-inch drive area and a 5.25-inch drive area. Both have external access, for devices such as floppy, tape, CD-ROM, and removable media drives that require it. The 5.25-inch bay accommodates one half-height (32 mm) drive. The 3.5-inch area accommodates either one half-height drive, or two low profile (1 inch/25 mm or less) drives. One of these bays is already occupied by the Amiga's internal floppy drive.

The power supply wiring harness provides four 4-pin power connectors for front-mounted devices. Two are 3.5-inch floppy drive connectors and the other two are standard full-size connectors for tape drives or other devices.

Rear Bays

In the rear of the main unit to the left of the power supply is the hard drive storage area, which can accept only 3.5-inch devices that do not require external access. This area can take one half-height drive or two low profile drives. If your Amiga came with a hard disk, a low profile drive is already there.

Two standard full-size 4-pin power connectors are provided for rear-mounted devices.

Front Bay Installation

To install a drive in one of the front bays:

1. Turn off and disconnect the Amiga.
2. Remove the Amiga's cover as described in Chapter 3.
3. Disconnect the keylock and the LED assembly wiring from the motherboard.
4. Remove the front faceplate. The faceplate has several plastic tabs that hold it to the metal chassis. Squeezing the tabs and pushing them through the chassis holes will release the faceplate. You may need a small pair of pliers to do this.
5. Disconnect the power and ribbon cables from the existing drive(s) in the front area (see Figure 6-1). Note the orientation of the connectors before you remove them so that you can replace them properly when you are done.

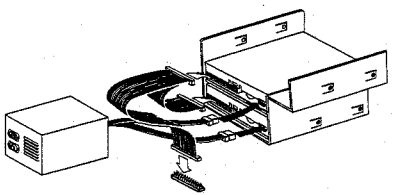


Figure 6-1. Front drive bay ribbon and power cable connections

6. Unscrew the two front mounting bracket screws and slide the bracket and drive(s) out of the main unit as illustrated in Figure 6-2.

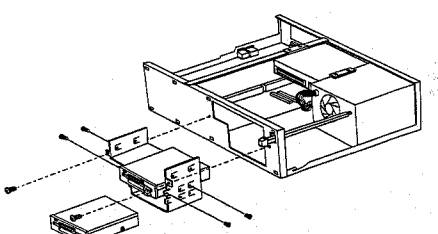


Figure 6-2. Front drive bay bracket removal

7. Slide the new unit into the bracket and secure it with screws through the side mounting holes. If any additional mounting

hardware came with the new unit, install it according to the manufacturer's directions.

8. Replace the bracket and drives in the main unit, and secure it with its two screws.

9. Connect the drives' power and ribbon cables. Be sure the orientation of both cables is correct. The pin 1 side of a ribbon cable has a colored stripe along the edge. The pin 1 end of a drive connector is usually indicated by a small "1" printed near it on the drive circuit board. The pin 1 end of the cable connector should be at the pin 1 end of the drive connector. The power connectors are shaped to prevent you from inserting them the wrong way.

10. Change any jumpers as necessary. See *"Notes on Floppy Drive Installation"* below.

11. Remove the cover panel for the bay in which you installed the new drive from the inside of the faceplate.

12. Reconnect the keylock and LED assembly.

13. Replace the faceplate on the chassis.

14. Reassemble the Amiga, reconnect peripherals and power, then test the new device.

Notes on Floppy Drive Installation

The installation of a second floppy drive may require the adjustment of a jumper on the motherboard. If the new drive is a standard double-density (880 KB) Amiga drive installed as DF1:, then the DF1: Enable jumper must be changed. See Appendix D for the location and setting of this jumper. If the drive is a high capacity (1.76 MB) drive like DF0:, no adjustment is necessary. You also may need to adjust a jumper on the drive itself. This should be explained in the drive's installation manual.

Drive DF0: is attached to the connector in the middle of the ribbon cable. Be sure that when you reconnect DF0:, you use this connector. Other Amiga models attach DF0: at the end of the floppy ribbon cable, after the small twist at the end. On the A4000, this end of the floppy cable is used for DF1:.

Rear Bay Installation

To install a drive in one of the rear bays:

1. Power down and disconnect the Amiga.
2. Remove the Amiga's cover as described in Chapter 3.
3. Disconnect the power and ribbon cables from the existing drive(s) in the rear area (see Figure 6-3). Note the connections before you disconnect a drive so that you can replace them when you are done.

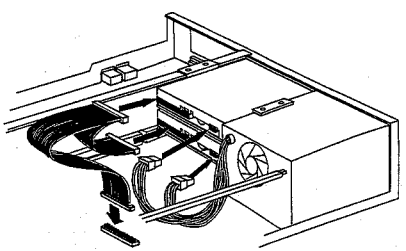


Figure 6-3. Rear drive bay ribbon and power cable connections

4. Unscrew the four mounting bracket screws and lift the bracket and drive(s) out of the main unit as illustrated in Figure 6-4.

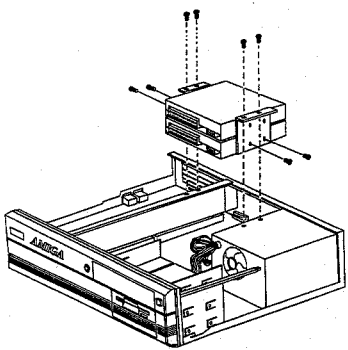


Figure 6-4. Rear drive bay bracket removal

5. If you are installing a second IDE hard drive, set its drive unit jumper for unit 1 so that it does not conflict with the existing drive, unit 0. Then set the unit 0 jumper(s) to indicate that there is a slave device present. Refer to the drive manufacturers' instructions for jumper configuration.
6. Slide the new unit into the bracket and secure it with screws through the side mounting holes. If any additional mounting hardware came with the new unit, install it according to the manufacturer's directions.
7. Replace the bracket and drive in the main unit, and secure it with its four screws.
8. Connect the drives' power and ribbon cables. Be sure the orientation of ribbon cables is correct.

9. Reassemble the Amiga, reconnect peripherals and power, perform necessary setup (see next section), and then test the new device.

Notes on Hard Drive Installation

Most new hard drives require additional setup once you have installed them before they are usable. Follow the drive manufacturer's instructions on drive setup carefully. Refer to the *Amiga Hard Drive User's Guide* for information on partitioning, formatting, and using hard drives and Commodore hard drive software on the Amiga.

Chapter 7
Help With System Problems

If you have a problem with your Amiga or experience unexpected results, there may be an easy solution. Many problems result from simple errors in setting up the system or installing expansion devices.

Caution **Commodore will not be held liable for damages or injuries resulting from improper installation or repairs attempted by unauthorized personnel.**

Although you can solve many problems yourself, others result from hardware failure and require the assistance of your Commodore dealer/service center or a knowledgeable technician. Never attempt to repair any problem involving internal damage to the Amiga yourself.

Avoiding Problems

The three most important rules to remember to prevent damage to your computer, files, and disks are:

1. Never connect or disconnect anything while the power is on!

   This applies to internal and external connectors, including the mouse and keyboard. It is very easy to cause damage that requires a service call by connecting or disconnecting something without first turning the system off.

2. Never interrupt disk activity!

   This applies to both floppy and hard disks. When disk activity is in progress, the drive activity light on the front of the

computer or on the drive itself is lit. Interrupting disk activity (by removing a disk from its drive, rebooting, or powering off) can cause disk errors. Always wait a few seconds after the drive activity lights seem to have stopped, to be sure all disk activity has finished.

3. Read the documentation!

   The vast majority of problems can be avoided by carefully reading and following the instructions for the hardware and software you use.

Identifying and Solving Problems

There are several general types of problems that can appear when you use your system:

- Software problems
- Startup problems
- Disk problems
- Installation and maintenance problems

Software Problems

This chapter focuses on hardware problems and their possible solutions. For information on software-related problems, consult your Amiga software documentation.

Typical software problems include:

- New software was improperly installed.
- Preferences settings are incorrect.
- Necessary directories or files are missing from the boot volume.
- Necessary directory assignments have not been made.
- The standard Startup-sequence file has been altered.
- There is a disk error.

Problems of this type usually produce requesters or error messages that give some indication of the source of the trouble. Note this

information and consult your Amiga software documentation for guidance. *Using the Amiga Workbench* and the *Amiga Hard Drive User's Guide* have information about software installation, proper settings, and the use of programs that can help with disk problems.

Startup Problems

Problems starting up the system from a power-off state are the most common sources of confusion for new users. This most often results from simple mistakes in setting up the system. Actual hardware failure is a less frequent cause.

Check the following if your Amiga does not respond when you turn it on:

- Is the Amiga plugged in to a power source of the correct voltage?
- Is the monitor plugged in to a power source of the correct voltage?
- Is the monitor connected to the Amiga?
- Are both the monitor and the Amiga turned on?
- If the Amiga is plugged in to a multiple-outlet power strip, is the power strip plugged in, turned on, and working properly?
- Are the monitor and the monitor cable known to work correctly?
- Is the monitor of a type capable of displaying the Amiga's video output?
- Is the monitor set to accept the Amiga's default video mode?
- Is the monitor securely connected to the main unit?

For information on these basic setup questions, refer to the *"About Electrical Requirements," "Connecting Power and Turning On the Amiga,"* and *"Attaching the Monitor"* sections of Chapter 1. Also see the ScreenMode sections in *Using the Amiga Workbench*, and your monitor manual.

Disk Problems

Notes on Floppy-Based Systems

If the Amiga comes on, but does not boot, check the following before suspecting a hardware problem:

- Did you insert a copy of your Workbench disk when prompted by the initial animated sequence?
- Did you insert the floppy properly into the drive?
- Is the Workbench disk you inserted an exact copy of your original Workbench disk, or a disk you know to be bootable?

If the Amiga will not boot from a given disk, try others that you know to be bootable. You should always keep your original, unmodified Workbench disk available in case of such a problem.

If the Amiga will not boot from any floppy, even those you know to be good, then it is probable that the floppy drive or the computer itself has some hardware problem.

Notes on Hard Disk Systems

If the Amiga comes on, but does not boot, check the following before suspecting a hardware problem:

- Do you have a bootable hard drive partition in the system?
- Is the partition you want to boot from enabled, and does it have a boot priority above other bootable devices or partitions?
- Does your bootable partition have all the required directories and files available on it?

If you have trouble booting from your hard disk, try booting from floppy. If you can boot from floppy, then your hard disk setup, or something on your hard disk, probably is the source of the trouble. After booting from floppy you may still be able to access your hard disk to try to determine the source of the trouble.

Typical disk drive hardware problems include:

- A drive ribbon cable connector is inserted in its drive or motherboard connector(s) improperly (see Chapter 6, *"Installing Optional Storage Devices"*).
- A drive is not connected to power, or the power supply is overloaded (see Chapter 6).
- A drive ID or unit number jumper is set incorrectly (see Chapter 6).
- A drive controller board is not fully seated in its slot (see Chapter 5, *"Installing Expansion Boards"*).
- The device chain is not terminated correctly (SCSI drive systems).
- A hard drive takes too long to spin up to working speed.
- A drive or controller board has the wrong ROM version.
- A drive ribbon cable is faulty.
- A drive is faulty.

For solutions to these problems, also check:

- Sections on disk use in *Using the Amiga Workbench*
- The *Amiga Hard Drive User's Guide*
- The drive's user manual

Installation and Maintenance Problems

Installation problems are most likely to appear after you have added a new drive or other hardware item to the system. If you have a problem after installing additional hardware, remove the new item and see if the problem disappears. If it does, you know the problem is in that item or its installation. Repeat the installation, following the hardware manufacturer's installation instructions carefully.

If you have several expansion devices, the problem may be an interaction between two or more items that by themselves work properly. Try running your system with different combinations of expansion devices to isolate the offending items. If the item requires its own software, consider different settings the software may offer.

Installation Problems

If the fault is not in the new hardware itself, there may be a problem with its installation. Check to be sure that:

- All SIMMs are fully seated in the proper sockets.
- All the SIMMs in the Fast RAM banks are the same size, either 1 MB or 4 MB.
- The Fast RAM SIMM SIZE jumper setting matches the type of SIMM in the Fast RAM banks.
- No other jumpers have been moved from their factory-set positions.
- The processor module and the expansion slot daughterboard are fully seated in their slots.
- All expansion boards are fully seated in their slots and connected according to their instructions.
- All peripherals were properly reconnected to the Amiga after installation.

Refer to the installation sections of Chapters 1, 4, and 5.

Maintenance Problems

- A floppy, removable media, or CD-ROM drive is dirty or out of alignment. Use a commercial drive alignment and/or cleaning product according to the drive manufacturer's directions, or have your dealer/service center look at the drive.
- The mouse ball or mouse ball rollers are dirty. Open the mouse ball cavity, remove the ball, and clean the ball and interior with a cotton swab.
- Connector pins are bent or dirty. Carefully clean and straighten the pins.

Non User-Serviceable Problems

If you still have a problem after trying the remedies suggested here, you may have a hardware problem that requires professional attention. Have your Amiga examined by your Amiga dealer/service

center or a knowledgeable technician. If the problem appears to be with a third-party device, contact its manufacturer.

Do not try to repair a damaged or malfunctioning unit yourself. This could cause further damage, possible injury, and the voiding of your warranties.

Appendix A

Technical Specifications

Clock Speed	25 MHz
Processor Module	Socketed Motorola 68040 series microprocessor
Custom Chips	AA multichip coprocessor system for video, graphics, sound, and DMA
Fast Memory	Expandable using SIMM sockets on motherboard to a total of 16 MB (additional RAM above 18 MB can be added using expansion slots) **Module specifications:** **Package:** 72-pin SIMM, 1 inch/2.54 cm maximum height (single sided only) **Speed:** 80 nanoseconds or faster **Type:** page mode **Organization:** • 256K × 32 (1 MB) • 1M × 32 (4 MB) Note: SIMM units with the above characteristics but 36 bits wide rather than 32 are commonly available. SIMMs of this type can also be used in the Fast and Chip RAM banks; however, the extra bits are ignored.

Chip Memory	Expandable using SIMM socket on motherboard to 2 MB **Module specifications:** **Package:** 72-pin SIMM, 1 inch/2.54 cm maximum height (single or double sided) **Speed:** 80 nanoseconds or faster **Type:** page mode **Organization:** • 256K × 32 (1 MB) • 512K × 32 (2 MB)
ROM	512 KB
External Interfaces	Keyboard (6-pin female mini-DIN, PS/2-type) Mouse/Joystick (DB9 male, two) Serial (DB25 male, RS-232, PC-compatible) Parallel (DB25 female, Centronics-compatible) Floppy (DB23 female, standard Amiga) Video (DB23 male, analog RGB) Stereo audio (RCA, two)
Internal Interfaces	Amiga Zorro III/Zorro II expansion bus (four 100-pin edge connectors) Processor local bus (200-pin, KEL connector) PC/AT compatible slots (three 98-pin edge connectors, in line with Amiga slots) AT IDE (40-pin header) Floppy (34-pin header) Internal audio input (3-pin header)
Video Slot	24-bit extended slot (36 and 54-pin edge connectors, in line with Amiga slot)
Keyboard	Detachable; 94 keys U.S./96 keys international

Disk Drives	One 3.5-inch high capacity drive standard (1.76 MB formatted maximum) Internal mounting locations for: • Two 3.5-inch low profile hard drives • One additional 3.5-inch external-access drive (low-profile) • One 5.25-inch half-height external-access drive
External Disk Drives	Up to two compatible floppy drives
Video Display	**Output type:** RGB, analog and digital; interlaced or non-interlaced; up to 8 bitplanes **Compliance:** NTSC and PAL **Color palette:** 16.8 million **Horizontal scan rates*:** 15.6 KHz - 31.4 KHz **Vertical scan rates*:** 50 Hz - 73 Hz
Sound	4 independent voices configured as two stereo channels
Clock/calendar	Built-in, with battery backup
Power Supply	150 watts, with fan **Accessory connectors:** • four standard 4-pin • two 3.5-inch floppy drive (mini 4-pin)
Environmental Specification	Operating: 0 - 45°C (32 - 113°F) Storage/Shipping: 0 - 60°C (32 - 140°F)

*See the Mode Properties display in the ScreenMode Preferences editor for a given display mode's exact scan rates. Compare the scan rates of modes you wish to use with your monitor specifications to determine monitor compatibility.

Appendix B

Input/Output Connector Pin Assignments

This section lists pin assignments (pinouts) for input/output connectors on the Amiga. The information in this section is technical and is intended only for those with special needs in connecting external devices to the Amiga. You should not need this information if you use cables designed specifically for the Amiga and the peripheral you want to connect.

Caution **Some pins on Amiga connectors provide power outputs and non-standard signals. Attempting to use cables not wired specifically for the Amiga may damage the Amiga or the equipment you connect.**

The descriptions that follow include specific warnings for each connector. For more information about connecting peripherals, consult your Amiga dealer or service center.

Note In the descriptions that follow, a forward slash in front of the signal name (for example, /**STROBE**) indicates a signal that is active low.

SERIAL Port

Connector type: DB25 male

In the following table, column two gives the Amiga pin assignments. Columns three and four give pin assignments for other commonly used connections; the information in these two columns is given for comparison only.

Caution **Pins 9 and 10 on the Amiga serial connector are used for external power. Connect these pins ONLY if power from them is required by the external device. The table lists the power provided by each of these pins.**

Pin 7 is the system ground. Do not connect this to shield ground on Pin 1.

Pin	Amiga	RS232	HAYES	I/O	Description
1	SHIELD	GND	GND	--	Shield Ground
2	TXD	TXD	TXD	O	Transmit Data
3	RXD	RXD	RXD	I	Receive Data
4	RTS	RTS	--	O	Request to Send
5	CTS	CTS	CTS	I	Clear to Send
6	DSR	DSR	DSR	I	Data Set Ready
7	GND	GND	GND	--	System Ground
8	CD	CD	DCD	I	Carrier Detect
9	+12V	--	--	--	+12 Volts DC (20 mA maximum)
10	-12V	--	--	--	-12 Volts DC (20 mA maximum)
11	AUDO	--	--	O	Amiga Audio out (Left)
12	n/c	S.SD	SI	--	Speed Indicate
13	n/c	S.CTS	--	--	
14	n/c	S.TXD	--	--	
15	n/c	TXC	--	--	
16	n/c	S.RXD	--	--	
17	n/c	RXC	--	--	
18	AUDI	--	--	I	Amiga Audio In (Right)
19	n/c	S.RTS	--	--	
20	DTR	DTR	DTR	O	Data Terminal Ready
21	n/c	SQD	--	--	
22	RI	RI	RI	I	Ring Indicator
23	n/c	SS	--	--	
24	n/c	TXC1	--	--	
25	n/c	--	--	--	

PARALLEL Port

Connector type: DB25 female

Caution **Pin 14 on the Amiga parallel connector supplies +5 volts of power. Connect this pin ONLY if the power from it is required by the external device. NEVER connect this pin to an output of an external device or to a signal ground.**

Pins 17-25 are for grounding signals. DO NOT connect these pins directly to a shield

Pin	Name	I/O	Description
1	/STROBE	O	Strobe
2	D0	I/O	Data Bit 0 (LSB)
3	D1	I/O	Data Bit 1
4	D2	I/O	Data Bit 2
5	D3	I/O	Data Bit 3
6	D4	I/O	Data Bit 4
7	D5	I/O	Data Bit 5
8	D6	I/O	Data Bit 6
9	D7	I/O	Data Bit 7 (MSB)
10	/ACK	I	Acknowledge
11	BUSY	I/O	Busy
12	POUT	I/O	Paper Out
13	SEL	I/O	Select
14	+5V PULLUP	--	+5 Volts DC (10 mA)
15	n/c	--	
16	/RESET	O	Reset
17	GND	--	Signal Ground
18	GND	--	Signal Ground
19	GND	--	Signal Ground
20	GND	--	Signal Ground
21	GND	--	Signal Ground
22	GND	--	Signal Ground
23	GND	--	Signal Ground
24	GND	--	Signal Ground
25	GND	--	Signal Ground

VIDEO Port

Connector type: DB23 male

Caution **Pins 21, 22 and 23 on the RGB monitor connector are used for external power. Connect these pins ONLY if power from them is required by the external device.**

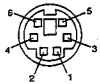
Pins 16-20 are used for signal ground. DO NOT connect these to Pin 13.

VIDEO Port

Pin	Name	I/O	Description
1	/XCLK	I	External Clock
2	/XCLKEN	I	External Clock Enable (47 Ohm)
3	RED	O	Analog Red (75 Ohm)
4	GREEN	O	Analog Green (75 Ohm)
5	BLUE	O	Analog Blue (75 Ohm)
6	DI	O	Digital Intensity (47 Ohm)
7	DB	O	Digital Blue (47 Ohm)
8	DG	O	Digital Green (47 Ohm)
9	DR	O	Digital Red (47 Ohm)
10	/CSYNC	O	Composite Sync (47 Ohm)
11	/HSYNC	O	Horizontal Sync (47 Ohm)
12	/VSYNC	O	Vertical Sync (47 Ohm)
13	GNDRTN	--	Return for /XCLKEN (e.g. digital ground)
14	/PIXELSW	O	Genlock overlay (47 Ohm)
15	/C1	O	Clock Out (47 Ohm)
16	GND	--	Video ground
17	GND	--	Video ground
18	GND	--	Video ground
19	GND	--	Video ground
20	GND	--	Video ground
21	-5V	--	-5 Volts DC (10 mA)
22	+12V	--	+12 Volts DC (100 mA)
23	+5V	--	+5 Volts DC (100 mA)

KEYBOARD Port

(Connector type: 6-pin female mini-DIN, PS/2-type)



Pin	I/O	Description
1	I/O	Data
2	--	n/c
3	--	Ground
4	--	+5 VDC (100 mA)
5	O	Clock
6	--	n/c

MOUSE Ports

Connector type: DB9 male

If you use a mouse to control the Workbench, you must attach it to mouse connector 1 (the front mouse connector on the left side of the Amiga). You can attach joystick controllers and light pens to either of the connectors. The following tables describe mouse, game controller, and light pen connections.

Caution **Pin 7 on each of these connectors supplies +5 volts of power. Connect this pin ONLY if power from it is required by the external device.**

Connector 1: Mouse

Pin	Name	Description
1	MOUSE V	Mouse Vertical
2	MOUSE H	Mouse Horizontal
3	MOUSE VQ	Vertical Quadrature
4	MOUSE HQ	Horizontal Quadrature
5	MOUSE BUTTON 3	Mouse Button3 (middle)
6	MOUSE BUTTON 1	Mouse Button 1 (left)
7	+5V	+5 Volts DC (50 mA)
8	GND	Ground
9	MOUSE BUTTON 2	Mouse Button 2 (right)

Connectors 1 and 2: Game Controller (Digital Joystick)

Pin	Name	Description
1	/FORWARD	Controller Forward
2	/BACK	Controller Back
3	/LEFT	Controller Left
4	/RIGHT	Controller Right
5	n/c	
6	/FIRE	Controller Fire
7	+5V	+5 Volts DC (50 mA)
8	GND	Ground
9	BUTTON 2	Controller Button 2

Connectors 1 and 2: Light Pen

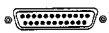
Pin	Name	Description
1	n/c	
2	n/c	
3	n/c	
4	n/c	
5	LIGHT PEN PRESS	Light Pen Switch
6	/LIGHT PEN	Capture Beam Position
7	+5V	+5 Volts DC (50 mA)
8	GND	Ground
9	n/c	

Connectors 1 and 2: Proportional Joystick

Pin	Name	Description
1	BUTTON 3	Controller Button 3
2	n/c	
3	BUTTON 1	Controller Button 1 (left)
4	BUTTON 2	Controller Button 2 (right)
5	POTX	Horizontal Control
6	n/c	
7	+5V	+5 Volts DC (50 mA)
8	GND	Ground
9	POTY	Vertical Control

FLOPPY Port

Connector type: DB23 female (external)

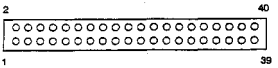


Pin	Name	I/O	Description
1	/RDY	I/O	Disk Ready
2	/DKRD	I	Disk Read Data
3-7	GND	--	Ground
8	/MTRXD	OC*	Disk Motor Control
9	/SEL3	OC*	Select Drive 3
10	/DRES	OC*	Disk Reset
11	/CHNG	I/O	Disk Removed From Drive--Latched Low
12	+5V	--	+5 Volts DC (250 mA maximum)
13	/SIDE	O	Select Disk Side--0=Upper, 1=Lower
14	/WPRO	I/O	Disk Is Write Protected
15	/TK0	I/O	Drive Head Position Over Track 0
16	/DKWE	OC*	Disk Write Enable
17	/DKWD	OC*	Disk Write Data
18	/STEP	OC*	Step The Head--Pulse, First Low, Then High
19	DIR	OC*	Select Head Direction--0=Inner, 1=Outer
20	n/c	--	no connect
21	/SEL2	OC*	Select Drive 2
22	/INDEX	I/O	Disk Index Pulse
23	+12V	--	+12 Volts DC (160 mA max., 540 mA surge)

*OC=open collector

Internal AT IDE

Connector type: 40-pin male (motherboard)



Pin	I/O	Signal	Pin	I/O	Signal
1	O	/RESET	21	--	n/c
2	--	Ground	22	--	Ground
3	I/O	Drive Data 7	23	O	/IOW (write strobe)
4	I/O	Drive Data 8	24	--	Ground
5	I/O	Drive Data 6	25	O	/IOR (read strobe)
6	I/O	Drive Data 9	26	--	Ground
7	I/O	Drive Data 5	27	I	IO_CH_RDY
8	I/O	Drive Data 10	28	--	n/c
9	I/O	Drive Data 4	29	--	n/c
10	I/O	Drive Data 11	30	--	Ground
11	I/O	Drive Data 3	31	I	Interrupt request
12	I/O	Drive Data 12	32	--	n/c
13	I/O	Drive Data 2	33	O	DA1 (address 1)
14	I/O	Drive Data 13	34	--	n/c
15	I/O	Drive Data 1	35	O	DA0 (address 0)
16	I/O	Drive Data 14	36	O	DA2 (address 2)
17	I/O	Drive Data 0	37	O	/IDE_CS1
18	I/O	Drive Data 15	38	O	/IDE_CS2
19	--	Ground	39	O	/ACTIVE (LED driver)
20	--	n/c	40	--	Ground

Amiga Expansion Slots

Connector type: 100-pin female edge (daughterboard)

Pin	Physical Name	Zorro II Name	Zorro III Address Phase	Zorro III Data Phase
1	Ground	Ground	Ground	Ground
2	Ground	Ground	Ground	Ground
3	Ground	Ground	Ground	Ground
4	Ground	Ground	Ground	Ground
5	+5VDC	+5VDC	+5VDC	+5VDC
6	+5VDC	+5VDC	+5VDC	+5VDC
7	/OWN	/OWN	/OWN	/OWN
8	-5VDC	-5VDC	-5VDC	-5VDC
9	/SLAVEn*	/SLAVEn*	/SLAVEn*	/SLAVEn*
10	+12VDC	+12VDC	+12VDC	+12VDC
11	/CFGOUTn*	/CFGOUTn*	/CFGOUTn*	/CFGOUTn*
12	/CFGINn*	/CFGINn*	/CFGINn*	/CFGINn*
13	Ground	Ground	Ground	Ground
14	/C3 Clock	/C3 Clock	/C3 Clock	/C3 Clock
15	CDAC	CDAC Clock	CDAC Clock	CDAC Clock
16	/C1 Clock	/C1 Clock	/C1 Clock	/C1 Clock
17	/CINH	/OVR	/CINH	/CINH
18	/MTCR	XRDY	/MTCR	/MTCR
19	/INT2	/INT2	/INT2	/INT2
20	-12VDC	-12VDC	-12VDC	-12VDC

*n=slot number

Pin	Physical Name	Zorro II Name	Zorro III Address Phase	Zorro III Data Phase
21	A5	A5	A5	A5
22	/INT6	/INT6	/INT6	/INT6
23	A6	A6	A6	A6
24	A4	A4	A4	A4
25	Ground	Ground	Ground	Ground
26	A3	A3	A3	A3
27	A2	A2	A2	A2
28	A7	A7	A7	A7
29	/LOCK	A1	/LOCK	/LOCK
30	AD8	A8	A8	D0
31	FC0	FC0	FC0	FC0
32	AD9	A9	A9	D1
33	FC1	FC1	FC1	FC1
34	AD10	A10	A10	D2
35	FC2	FC2	FC2	FC2
36	AD11	A11	A11	D3
37	Ground	Ground	Ground	Ground
38	AD12	A12	A12	D4
39	AD13	A13	A13	D5
40	reserved	reserved	reserved	reserved
41	AD14	A14	A14	D6
42	reserved	reserved	reserved	reserved
43	AD15	A15	A15	D7
44	reserved	reserved	reserved	reserved
45	AD16	A16	A16	D8
46	/BERR	/BERR	/BERR	/BERR
47	AD17	A17	A17	D9
48	/MTACK	/(VPA)	/MTACK	/MTACK
49	Ground	Ground	Ground	Ground

Pin	Physical Name	Zorro II Name	Zorro III Address Phase	Zorro III Data Phase
50	E Clock	E Clock	E Clock	E Clock
51	/DS0	/(VMA)	/DS0	/DS0
52	AD18	A18	A18	D10
53	/RESET	/RST	/RESET	/RESET
54	AD19	A19	A19	D11
55	/HLT	/HLT	/HLT	/HLT
56	AD20	A20	A20	D12
57	AD22	A22	A22	D14
58	AD21	A21	A21	D13
59	AD23	A23	A23	D15
60	BRn*	BRn*	BRn*	BRn*
61	Ground	Ground	Ground	Ground
62	/BGACK	/BGACK	/BGACK	/BGACK
63	AD31	D15	A31	D31
64	/BGn*	/BGn*	/BGn*	/BGn*
65	AD30	D14	A30	D30
66	/DTACK	/DTACK	/DTACK	/DTACK
67	AD29	D13	A29	D29
68	READ	READ	READ	READ
69	AD28	D12	A28	D28
70	/DS2	/LDS	/DS2	/DS2
71	AD27	D11	A27	D27
72	/DS3	/UDS	/DS3	/DS3
73	Ground	Ground	Ground	Ground
74	/CCS	/AS	/CCS	/CCS
75	SD0	D0	N/A*	D16

*n=slot number

Pin	Physical Name	Zorro II Name	Zorro III Address Phase	Zorro III Data Phase
76	AD26	D10	A26	D26
77	SD1	D1	N/A*	D17
78	AD25	D9	A25	D25
79	SD2	D2	N/A*	D18
80	AD24	D8	A24	D24
81	SD3	D3	N/A*	D19
82	SD7	D7	N/A*	D23
83	SD4	D4	N/A*	D20
84	SD6	D6	N/A*	D22
85	Ground	Ground	Ground	Ground
86	SD5	D5	N/A*	D21
87	Ground	Ground	Ground	Ground
88	Ground	Ground	Ground	Ground
89	Ground	Ground	Ground	Ground
90	Ground	Ground	Ground	Ground
91	SenseZ3	Ground	SenseZ3	SenseZ3
92	7M	E7M	7M	7M
93	DOE	DOE	DOE	DOE
94	/IORST	/BUSRST	/IORST	/IORST
95	/BCLR	/GBG	/BCLR	/BCLR
96	reserved	reserved	reserved	reserved
97	/FCS	not used	/FCS	/FCS
98	/DS1	not used	/DS1	/DS1
99	Ground	Ground	Ground	Ground
100	Ground	Ground	Ground	Ground

*N/A = Not applicable to this phase.

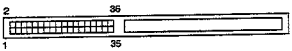
Video Slot

Connector type: 36/54-pin female edge (daughterboard)

The A4000 video slot consists of the 36-pin standard video connector and the 54-pin extended video connector. The two connectors are in line with each other, with the standard connector on the left. The extended connector has 18 pins not found on previous Amiga video slots. Note that although the pin numbers of various signals have changed, the physical locations of pins with those signals are the same.

Caution **DO NOT mix digital and analog grounds.**

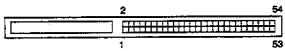
Standard Video Connector



Pin	Name	I/O	Signal
1	RGB16	O	Red Bit 0
2	RGB17	O	Red Bit 1
3	LINELF	O	Audio Line Out Left
4	LINERT	O	Audio Line Out Right
5	C28D	O	Pixel-Synchronous Clock
6	+5V	--	+5 Volts DC (main power; 1 amp)
7	ARED	O	Analog Red
8	+5V	--	+5 Volts DC (1 amp)
9	GND	--	Digital Ground
10	+12V	--	+12 Volts DC (high voltage power; 40 mA)
11	AGREEN	O	Analog Green

Pin	Name	I/O	Signal
12	GND	--	Digital Ground
13	GND	--	Digital Ground
14	/CSYNC	O	Composite Sync
15	ABLUE	O	Analog Blue
16	/XCLKEN	I	Genlock Clock Enable
17	GND	--	Digital Ground
18	BURST	O	Burst Gate
19	/C4	O	3.55/3.58 MHz Clock
20	GND	--	Digital Ground
21	GND	--	Digital Ground
22	/HSYNC	O	Horizontal Sync (47 Ohm)
23	RGB4	O	Blue Bit 4
24	GND	--	Digital Ground
25	RGB7	O	Blue Bit 7
26	/VSYNC	O	Vertical Sync (47 Ohm)
27	RGB15	O	Green Bit 7
28	BLANK	O	Video Blank
29	RGB23	O	Red Bit 7
30	/PIXELSW	O	Genlock Overlay (47 Ohm)
31	-5V	--	-5 Volts DC (negative supply)
32	GND	--	Digital Ground
33	/XCLK	I	Genlock Clock
34	/C1	O	C1 Clock
35	+5V	--	+5 Volts DC (1 amp)
36	PSTROBE	O	Printer Port Handshake

Extended Video Connector



Pin	Name	I/O	Signal
1	GND	--	Digital Ground
2	RGB20	O	Red Bit 4
3	RGB21	O	Red Bit 5
4	RGB22	O	Red Bit 6
5	GND	--	Digital Ground
6	RGB12	O	Green Bit 4
7	RGB13	O	Green Bit 5
8	RGB14	O	Green Bit 6
9	GND	--	Digital Ground
10	RGB5	O	Blue Bit 5
11	RGB6	O	Blue Bit 6
12	GND	--	Ground
13	SOG	O	Sync-On-Green Indicator
14	TBASE	O	50/60 Hz Software Clock Timebase
15	CDAC	O	7.09/7.16 MHz Clock
16	PPOUT	I/O	Printer Port Paper Out
17	/C3	O	3.55/3.58 MHz Clock
18	PBUSY	I/O	Printer Port Busy
19	/LPEN	I	Light Pen Input
20	/PACK	I/O	Printer Port Acknowledge Handshake
21	PSEL	O	Printer Port Select
22	GND	--	Digital Ground
23	PPD0	I/O	Printer Port Data Bit 0
24	PPD1	I/O	Printer Port Data Bit 1
25	PPD2	I/O	Printer Port Data Bit 2

Pin	Name	I/O	Signal
26	PPD3	I/O	Printer Port Data Bit 3
27	PPD4	I/O	Printer Port Data Bit 4
28	PPD5	I/O	Printer Port Data Bit 5
29	PPD6	I/O	Printer Port Data Bit 6
30	PPD7	I/O	Printer Port Data Bit 7
31	/LED	O	LED (audio filter bypass) Setting
32	GND	--	Digital Ground
33	RAWLF	O	Raw (unfiltered) Audio Left
34	AGND	--	Audio Ground
35	RAWRT	O	Raw (unfiltered) Audio Right
36	AGND	--	Audio Ground
37	n/c	--	reserved for future expansion
38	n/c	--	reserved for future expansion
39	GND	--	Digital Ground
40	GND	--	Digital Ground
41	n/c	--	reserved for future expansion
42	n/c	--	reserved for future expansion
43	GND	--	Digital Ground
44	GND	--	Digital Ground
45	RGB18	O	Red Bit 2
46	RGB19	O	Red Bit 3
47	RGB8	O	Green Bit 0
48	RGB9	O	Green Bit 1
49	RGB10	O	Green Bit 2
50	RGB11	O	Green Bit 3
51	RGB0	O	Blue Bit 0
52	RGB1	O	Blue Bit 1
53	RGB2	O	Blue Bit 2
54	RGB3	O	Blue Bit 3

Appendix C

Using Floppy Disks

Floppy disks are a type of portable magnetic recording media that is used to:

- transfer information from one computer to another
- install software on a system's hard drive
- make backup copies of your software and data

When you insert a floppy disk into the system's floppy disk drive, you can read the information stored on the disk and write information to the disk.

Using 3.5-Inch Floppy Disks

Your computer system comes with a 3.5-inch high capacity disk drive installed. You can use either high-density or standard double-density (880 KB storage capacity) floppy disks in this drive.

High-density disks have the advantage of storing more data than double-density disks. Although you can use double-density disks in the high capacity disk drive, high-density disks can be read only by high capacity drives. The Amiga automatically recognizes which type of disk is inserted in the high capacity drive.

Note

Previous Amiga models had only double-density drives. These drives cannot sense or read high-density floppy disks. Formatted high-density floppy disks will appear to those Amiga models as unformatted disks. While it is possible to format a high-density floppy as double-density on a double-density drive, this should not be done, as such disks are not reliable.

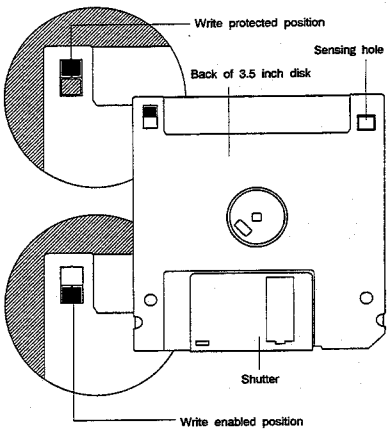


Figure C-1. High density disk

Figure C-1 illustrates a high-density disk. You can distinguish the disks by looking at the edge of the disk opposite the sliding metal panel.

- high-density disks have a write-protect tab on one side and a sensing hole on the other side.
- double-density disks have only a write-protect tab.

To write-protect either kind of disk, slide the plastic write-protect tab to uncover the hole.

Figure C-2 illustrates inserting a disk into the disk drive. When you push the disk all the way into the drive, the disk will click down into place. To release the disk, push the button on the lower right side of the disk opening.

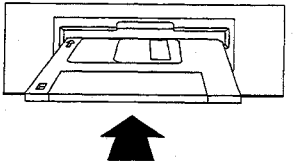


Figure C-2. Inserting a Disk

Guidelines for Using Disks

- Most important: Never remove a disk from a drive while the drive is in use. Always wait a few seconds after the drive light has gone out before removing it, rebooting, or turning the computer off, as sometimes there is some additional disk activity after a moment.

Disk errors may be caused by interrupting disk activity. These can often be repaired using a disk recovery utility. See your Amiga software documentation for more information.

- Make copies (working disks) of important disks. Work with the copies and keep the originals in a safe place for use as backups if the copies become damaged. See your Amiga software documentation for information on copying disks
- Don't touch or scratch any exposed portion of the disk's shiny surface, or allow dust or moisture to collect on the disk.
- Store disks at a temperature range between 50° and 120° F.
- Keep disks away from devices with strong magnetic fields, such as televisions, electric motors, speakers, etc.
- You must format a new disk before you use it for storing data. Before you begin the format, make sure the disk doesn't contain anything you want to save. Formatting a disk will erase all data stored on it.

Floppy disks may be formatted with the Old File System (OFS), the Fast File System (FFS), or the MS-DOS compatible CrossDOS file system. You can also format disks (OFS and FFS only) with a directory-caching option for faster response in opening disk windows and reading disk directories. This option does not greatly affect the amount of space on the disk.

You therefore have the following options in formatting disks in an Amiga high-capacity drive:

Table C-1. Floppy formatting options

Floppy Disk Type	File System	Formatted Capacity
double-density	OFS	837 KB
double-density	FFS	879 KB
double-density	DC-OFS	837 KB
double-density	DC-FFS	879 KB
double-density	CrossDOS	720 KB
high-density	OFS	1.67 MB
high-density	FFS	1.76 MB

Floppy Disk Type (cont'd)	File System (cont'd)	Formatted Capacity (cont'd)
high-density	DC-OFS	1.67 MB
high-density	DC-FFS	1.76 MB
high-density	CrossDOS	1.44 MB

Note

Disks formatted with the directory-caching option cannot be read by Amigas with earlier versions of the system software. Do not format a disk with the directory-caching option if you need to use the disk to transfer files to an Amiga with Release 2 or earlier system software.

Also, you should not attempt to use standard disk repair utilities on such disks. Disk utilities not developed with the directory-caching feature in mind will not properly recognize the new disk format and could damage the data on the disks.

Appendix D

Component Locations and Settings

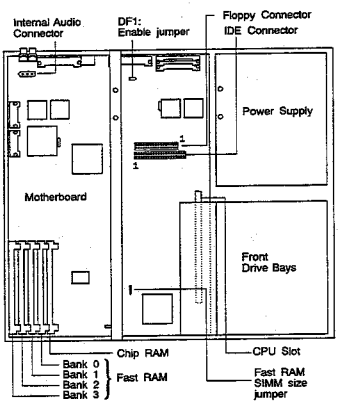


Figure D-1. A4000 motherboard layout

A4000 Motherboard Jumpers

Jumper	Function	Setting
SIMM SIZE (J852)	enable 1 MB Fast RAM modules	256K
SIMM SIZE (J852)	enable 4 MB Fast RAM modules	1M
DF1: ENABLE (J351)	enable 2nd internal floppy (880 KB) as DF1:	closed
DF1: ENABLE (J351)	no 2nd internal floppy, or 1.76 MB floppy as DF1:	open

No other jumpers on the A4000 motherboard should be changed from their factory settings by the user.

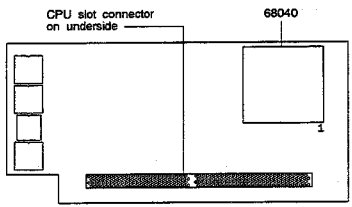


Figure D-2. 68040 processor module

No jumpers on the 68040 processor module should be changed from their factory settings by the user.

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Service Addendum

A4000

AMIGA

Commodore

Section 2 - A4000 Service Addendum
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Chapter 1
Introduction

The *A4000 Service Addendum* supplements the *A4000 User's Guide*. This addendum provides the following information:

- Listing of general system features
- Pointers to specific information about the system
- Explanation of the POST test diagnostics
- Jumper settings not described in the *A4000 User's Guide*
- Instructions for replacing the motherboard and power supply
- Bill of Materials
- System specifications
- System schematics

System Features

The Amiga 4000 (A4000) offers the most advanced set of features in the Amiga line. These features include:

- Motorola 68040/30 series microprocessor running at 25 MHz, on a removable processor module
- AA custom chipset offering graphics with 256 colors from a palette of 16.8 million in all color modes
- Up to 2 MB 32-bit "Chip" memory using SIMMs
- Up to 16 MB 32-bit "Fast" memory using SIMMs
- Four Zorro III AUTOCONFIG expansion slots
- Extended video slot
- Local-bus CPU slot
- Three PC/AT compatible bridge shots
- High-capacity (1.76 MB) floppy drive
- AT IDE hard disk drive interface (16-bit)
- Mounting provisions for internal 3.5-inch and 5.25-inch devices
- Four-voice stereo sound output
- Front panel keylock for security

See Appendix A of the *A4000 User's Guide* for a complete listing of the system's technical specifications.

A4000 User's Guide

This guide acquaints you with the system and offers instruction for system upgrades. It also tells you what information a user has at his disposal. The guide includes the following information:

- Locating system features (Chapter 1)
- Booting the system (Chapter 2)
- Opening the system case (Chapter 3)
- Identifying internal components (Chapter 3)
- Identifying motherboard expansion options (Chapter 4)
- Installing motherboard expansion options (Chapter 4)
- Installing expansion boards (Chapter 5)
- Identifying internal storage bays (Chapter 6)
- Installing internal storage devices (Chapter 6)
- Identifying system problems (Chapter 7)
- Listing technical specifications (Appendix A)
- Listing pin assignments for input/output connectors (Appendix B)
- Using floppy disks (Appendix C)
- Motherboard layout (Appendix D)

Chapter 2

Diagnostics

There are two types of diagnostic tools available for the A4000:

System Startup	Built into the ROM to run automatically when the system is turned on
Third party diagnostics	Memory and port tests available from third party vendors

System Startup

The system startup sequence consists of a series of tests that run automatically whenever you turn on the computer. This test series resides permanently in the BIOS. It performs CPU and keyboard tests to verify basic system operations.

If the system finds an error before the screen display turns on, the screen will remain blank and the system halts. After the screen display turns on, the screen changes color and the system halts if an error occurs. The screen color helps you identify the type of system problem. The screen colors represent:

Test Status	Color	Description
Passed Test	Light Gray	Initial hardware configuration tests passed
		Initial system software tests passed
		Final initialization test passed
Failed Test	Red	ROM error - Reseat or replace
	Green	Chip RAM error (reset AGNUS and re-test)
	Blue	Custom Chip(s) error
	Yellow	68000 detected error before software trapped it (GURU)

The system performs the following test sequence:

1. Delays beginning the tests a fraction of a second to allow the hardware to stabilize.
2. Jumps to ROM code in diagnostic card (if found).
3. Disables and clears all DMA and interrupts.
4. Turns on the screen.
5. Checks the general hardware configuration.

   If the screen remains a light gray color and the tests continue, the hardware is O.K.

   If an error occurs, the system halts.
6. Performs checksum test on ROMs.

   If the system fails the ROM test, the screen display turns red and the system halts.

7. Begins the system startup sequence.
8. Sets up temporary exception processing.

   If a processor error occurs, the screen display turns yellow and the system halts.
9. Tests the Chip RAM.

   If memory configuration error occurs, the screen display turns green and the system halts.
10. Tests Custom IC register addresses.

    If address error occurs, the screen display turns blue and the system halts.
11. Checks to see if the system software is operating properly.
12. Restores screen.

Third Party Diagnostics

There are several third-party diagnostic programs available that test additional system functionality. Although Commodore cannot guarantee their accuracy in performance and will in no way be responsible for system damage resulting from their use, you may find them helpful in identifying system problems.

Memory

The MBRTest-2 utility, designed by MicroBotics, Inc. runs memory tests under AmigaDOS 1.3, 2.0 and 3.0. It tests all memory types on the motherboard and the bus. For information contact:

MicroBotics, Inc.
1251 American Parkway
Richardson, Texas 75081
USA
Telephone (214) 437-5330

Ports

The ProPort Analyzer for the Amiga utility tests the game, parallel, serial, video, audio ports plus disks and memory. For more information contact:

Amazing Computer
1441 East Flecher Avenue
Tampa, Florida 33612
USA
Telephone (813) 977-6511

Chapter 3

Jumpers

Setting a Jumper

1. Determine the jumper(s) you want to verify or change by looking at the function column of the jumper tables in this chapter.
2. Remove the system cover. Refer to Chapter 3 of the *A4000 User's Guide* for instructions.
3. Locate the jumper(s) on the motherboard or processor board. Use the drawings in this chapter as you look at the actual board.
4. Verify or reset the jumper(s) according to the diagram in the jumper table in this chapter.

Motherboard Jumpers

This table provides the settings for the motherboard jumpers. An asterisk (*) in the jumper column marks the two jumpers that can be changed by the user. A double asterisk (**) in the jumper column indicates that the jumper setting is dependent on the hardware configuration of the system.

Function	Jumper	Setting	Description
CLK90 Clock Source**	J100:1-2 closed		Internal (020/030)
	J100:2-3 closed		External (040)
CPU Clock Source**	J104:1-2 closed		Internal
	J104:2-3 closed		External
ROM Speed	J151:1-2 closed		200 ns
	J151:2-3 closed		160 ns

Function (cont'd)	Jumper (cont'd)	Setting (cont'd)	Description (cont'd)
Chip RAM Size	J213:1-2 closed		2 MB
	J213:2-3 closed		8 MB (not supported)
Enable Second Internal Floppy Drive*	J351:1-2 open		No second internal floppy drive, or 1.76 MB floppy drive as DF1:
	J351:1-2 closed		Enable second internal floppy drive (880 KB) as DF1:
Redirect DF0:	J352:1-2 closed		Internal: DF0: and DF1: internal DF2: and DF3: external
	J352:2-3 closed		External: DF2: and DF1: internal DF0: and DF3: external
Enable DSACK (when CPU is 68020)	J850:1-2 closed		DSACK enable. Required if CPU is a 68020. Also requires U860 and U152.
	J850:1-2 open		No DSACK
RAM Size	J852:1-2 closed		RAM size 1 MB x 32
	J852:2-3 closed		RAM size 256 KB x 32
Select NTSC/PAL	J212:1-2 closed		Select NTSC
	J212:2-3 closed		Select PAL
VBB\MA10	J214:2-3 closed		Supplies VBB to ALICE
	J214:1-2 closed		ALICE supplies MA10 for 8 MB chip RAM (not supported)
Select Sync on Green	J500:1-2 closed		Sync on green disabled
	J500:2-3 closed		Sync on green enabled
LISA Sync	J501:2-3 closed		Default

Function (cont'd)	Jumper (cont'd)	Setting (cont'd)	Description (cont'd)
Select DAC Sync	J502:1-2 closed		DAC syncs on green
	J502:2-3 closed		DAC used standard signal

Motherboard Jumper Locations

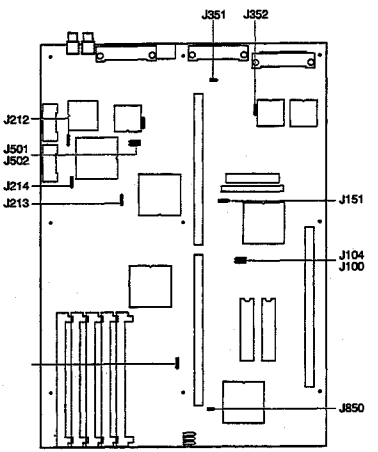

Figure 3-1. Motherboard Jumper Locations

68020/68030 and EC030 Processor Card Jumpers

Function	Jumper	Setting	Description
FPU Select PLCC/PGA	J100:1-2 closed		Use FPU in PLCC location
	J100:2-3 closed		Use FPU in PGA location
FPU Clock	J100:1-2 closed		Use optional on-board oscillator (U103)
	J100:2-3 closed		Use CPU clock
MAPROM Enable (requires U100)	J103:1-2 closed		MAPROM disabled
	J103:2-3 closed		MAPROM enabled
68020 Selected	J201:1-2 closed		68020 not selected
	J201:2-3 closed		68020 selected
68030 Selected	J202:1-2 closed		68030 selected
	J202:2-3 closed		68030 not selected
020/030 Select	J203:1-2 closed		68030 selected
	J203:2-3 closed		68020 selected

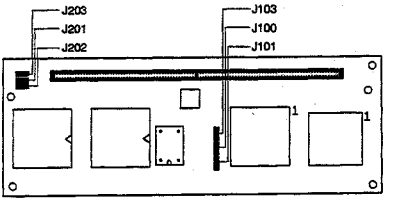

Figure 3-2. 68020/68030 Processor Card Jumper Locations

68040 Processor Card Jumpers

Function	Jumper	Setting	Description
Enable *CDIS *MDIS	J100:1-2 closed		Enable CDIS* MDIS*
	J100:3-4 closed		Enable CDIS* MDIS* (close both sets of jumpers)
Enable MAPROM	J400:1-2 closed		MAPROM enabled
	J400:2-3 closed		MAPROM disabled
Test	TJ100:1-2 closed		Test jumper

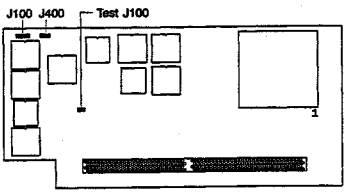

Figure 3-3. 68040 Processor Card Jumper Locations

Chapter 4

Replacing the Motherboard and Power Supply

The chapter provides instructions for removing and replacing the system motherboard and power supply. Refer to the *A4000 User's Guide* for information on installing motherboard options, expansion boards and optional storage devices.

Replacing the Motherboard

Follow these instructions to remove and replace the motherboard.

1. Remove the A4000 system cover. See Chapter 3 in the *A4000 User's Guide* for instructions.
2. Remove the front panel. Use Figure 4-1 to locate the plastic clips located inside the system's front panel. The location is shown on the outside of the front panel, but the clips are attached to the panel's interior. Use needle nosed tweezers to squeeze the clips and pry them out of the system chassis. Pry the top three clips out first, then pry a lower corner clip out of the chassis. Move the front panel gently away from the system chassis.

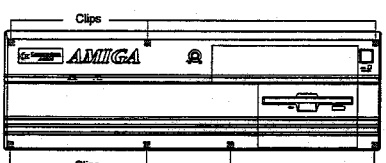

Figure 4-1. Front Panel Clip Locations

3. Remove the front drive bay bracket and installed drives (such as CD-ROM, floppy or tape). See Chapter 6 in the *A4000 User's Guide* for instructions.
4. Remove the hard disk bracket and drive. See Chapter 6 in the *A4000 User's Guide* for instructions.
5. Remove any expansion boards installed in the daughterboard. See Chapter 5 in the *A4000 User's Guide* for instructions.
6. Remove the daughterboard bracket. Locate the bracket screws in Figure 4-2. Remove the two screws and detach the daughterboard bracket from the system chassis.

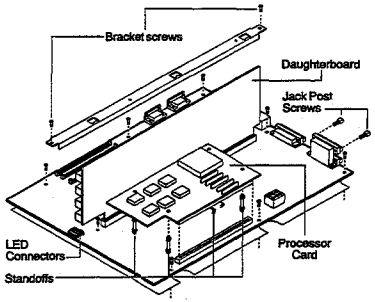

Figure 4-2. Daughterboard Top Bracket

7. Remove the daughterboard by gently pulling the board from its motherboard socket.
8. Remove the processor board. Locate the standoffs attaching the processor board to the motherboard in Figure 4-2. Use needle nose tweezers to squeeze each standoff as you gently pull the processor board upward to release it from the motherboard. The standoffs will pop back into place when you replace the processor board.
9. Remove the expansion bracket. Locate the expansion bracket screw in Figure 4-3. Remove the screw and the bracket.

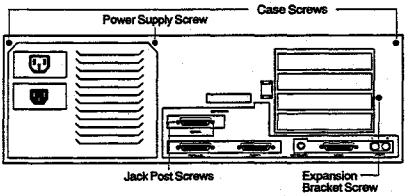

Figure 4-3. Jack Post and Expansion Bracket Screws Location

10. Remove the jack post screws. Locate the jack post screws attaching the motherboard to the chassis in Figure 4-2 and remove the two screws.
11. Remove the hard disk (red wire), power (white wire) and key switch (blue wire) LEDs connecting the motherboard to the front panel.

12. Remove motherboard from the chassis. Locate the screws attaching the motherboard to the chassis in Figure 4-4. Remove the screws and the motherboard.

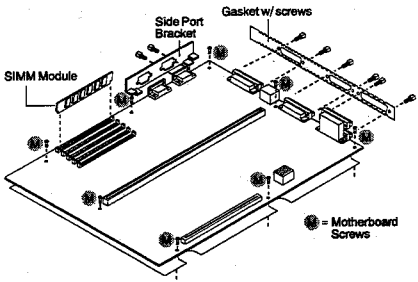

Figure 4-4. Motherboard Chassis, Expansion Bracket

To replace the motherboard reverse the steps you followed to remove the board.

If you are replacing the motherboard with a new motherboard, the new board may not have a side port bracket or a gasket. If they are not on the new board, follow these steps:

1. Locate the side port bracket and gasket in Figure 4-4.
2. Remove the screws and the side port bracket and gasket from the motherboard.
3. Reattach them to the new motherboard before installing it in the system chassis.

Replacing the Power Supply

Follow these instructions to remove and replace the power supply.

1. Follow steps 1-4 in the list describing removing the motherboard.
2. Locate the power supply button in Figure 4-5 and pull it out of the power supply.
3. Locate the power supply screw attaching the power supply to the system chassis in Figure 4-3 and remove the screw.
4. Remove the power supply by sliding it forward and upward as illustrated in Figure 4-5.

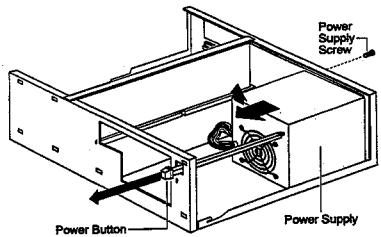

Figure 4-5. Power Supply

To replace the power supply reverse the steps listed above. Make certain the tabs on the bottom of the power supply case fit into the grooves on the system chassis.

Chapter 5
Bill of Materials

The following information is taken from the A4000 Bill of Materials (BOM).

- Title of the drawing
- Number and revision level of the drawing
- Part number of each part
- Description of each part
- Reference description/notes for each part

The BOM contains additional product configuration data not reproduced in this table. The BOM is updated from time-to time. For a complete current listing of all the information contained in a BOM (including line item numbers), request the latest revision BOM drawings by drawing number from Engineering Documentation in West Chester.

LED Assembly, Power On (363772 Rev 4)

363772-01	LED Assembly, Power On, Desk Top	
363772-02	LED Assembly, Power On, A4000	
391033-02	LED, Green	
903756-02	Wire, AWG #24, Red, 550mm	L=550.0
903756-10	Wire, AWG #24, Black, 550mm	L=550.0
903351-01	Connector Housing, 3 Pin	
903353-01	Pin	
363784-01	Crimper, LED	
903756-09	Wire, AWG #24, White, 400mm	L=400.0
903756-10	Wire, AWG #24, Black, 400mm	L=400.0

LED Assembly, Hard Disk Drive (363773 Rev 3)

363773-01	LED Assembly, Hard Disk Drive, Desk Top	
363773-02	LED Assembly, Hard Disk Drive, A4000	
391033-01	LED, Yellow	
903756-02	Wire, AWG #24, Red 550mm	L=550.0
903756-10	Wire, AWG #24, Black 550mm	L=550.0
903351-01	Connector Housing, 3 Pin	
903353-01	Pin	
363784-01	Crimper, LED	
903756-02	Wire, AWG #24 Red 400mm	L=400.0
903756-10	Wire, AWG #24, Black, 400mm	L=400.0

Keyswitch Assembly (363774 Rev C)

363774-01	Keyswitch Assembly, Desk Top	
363774-02	Keyswitch Assembly, A4000	
364285-01	Switch, Keylock	W/2 Keys (Chrome)
903756-01	Wire, Lead AWG #24	L=250mm (Black)
903756-02	Wire, Lead AWG #24	L=250mm (Red)
903353-01	Pin, Connector	
903351-01	Housing, Connector, 3 Pin	
903756-01	Wire, Lead AWG #24	L=400mm (Black)
903756-06	Wire, Lead AWG #24	L=400mm (Blue)

Cable Assembly, Hard Disk Drive (364527 Rev B)

364527-01	Cable Assembly, H.D.D.	
364527-02	Cable Assembly, H.D.D., A4000	
903468-06	Connector, Dual Row, 40 Pin	
903135-13	Cable, Flat, 40 Position	L=160mm
903135-13	Cable, Flat, 40 Position	L=480mm

PCB Assembly, A4000 Daughter Board (364822 Rev B)

364822-01	PCB Assembly, A3400 Daughter Card	
364821-01	Schematic, A4000 Daughter Board	
364823-01	Artwork, A4000 Daughter Board	
364820-01	Fab, A4000 Daughter Board	
380227-01	IC, 74HCT32	U600
901522-30	IC, 7407	U601
380388-04	Resistor Network, SIP, 220/330, 8 x 10	RP602-RP607
380388-01	Resistor Network, SIP, 220/330, 4 x 6	RP608
380388-04	Resistor Network, SIP, 220/330, 8 x 10	RP608
902410-10	Resistor Network, SIP, 1K, 9 x 10	RP752 - RP756
902410-08	Resistor Network, SIP, 4.7K, 9 x 10	RP751
901550-58	Resistor, 1/4W, 470 Ohm	R601 R603
901550-01	Resistor, 1/4W, 1K Ohm	R600 R602 R605 R606 R607 R608 R610
900462-61	Capacitor, Ceramic Axial 1000 pF axial	C756 - C799
390082-01	Capacitor, Ceramic Axial .1 uF axial	C604 C606
900101-53	Capacitor, Electrolytic Axial 22uF 16V	C751 C752
900101-47	Capacitor, Electrolytic Axial 220uF 16V	C600-C602
903446-04	Connector, Card Edge 36 Pin	CN621 CN754 CN755 CN756
903446-08	Connector, Card Edge 54 Pin	CN622
903446-02	Connector, Card Edge 62 Pin	CN751 - CN753
903446-06	Connector, Card Edge 100 Pin	CN600-CN603
903025-01	Ferrite Bead, Axial	FB601

Base (Basic) Assembly, A4000 (364828 Rev B)

364828-01	Base (Basic) Assembly, A4000
363851-01	Chassis
364073-01	Bezel, Front
363850-01	Cover

Base (Basic) Assembly, A4000 (364828 Rev B) (cont'd)

364859-01	Bracket, Option Card	
380120-01	Panel, Extension Card	
363818-02	Brace, Chassis Top	
364454-02	Bracket, Side Port	
364206-01	Bracket, FDD Support	
364465-01	Cover Plate, Rear Option	
363819-01	Support, HDD, Left Hand	
363819-02	Support, HDD, Right Hand	
380742-05	Cable, Assembly, FDD	
364822-01	Card, Expansion Slot Riser	
363830-01	Button, Power	
364938-01	Insulation Sheet, HDD	Place between PN 363819-01& 364822-01
364231-01	Insulation Sheet	
251118-01	Guide, Card	
310080-01	Feet, Rubber	
363774-02	Keyswitch Assembly	Wrap 3 turns around PN 906115-08
359179-01	Label, Back Panel	
363772-02	LED Assembly, Power On	Wrap 3 turns around PN 906115-08
363773-02	LED Assembly, Hard Disk Drive	Wrap 3 turns around PN 906115-08
906800-05	Screw, 3Mx6.0 MACH.PHL PAN HD	Fasten PN 363850-01 to 363851-01
906800-01	Screw, 3Mx4.0 MACH.PHL PAN HD	For PN 364859-01
390329-01	Screw, 3.5Mx5.0 PHL PAN HD	For PN 380120-01 to PN 364859-01
906800-07	Screw, M3 x 5.0	Fasten PN 363818-02, 364206-01, & 364465-01 to 363851-01
906803-01	Screw, 3Mx6.0 Flat Head	For PN 363819-01 & 363819-02 to 363818-02
906115-08	Toroid	
364509-01	Clip, Grounding	
390251-04	Standoff, HEX, M/F, M3x0.5/4-40	

PCB Assembly, 68020/68030 CPU Card (364832 Rev C)

364832-01	Processor Card, 25 MHz 68020, no FPU	
364832-02	Processor Card, 25 MHz 68020, 25 MHz 68882	
364832-03	Processor Card, 25 MHz 68030, no FPU	
364832-04	Processor Card, 25 MHz 68030, 25 MHz 68882	
364832-05	Processor Card, 25 Mhz, 68030, 68020, FPU, ROM ReMap	
364835-01	Schematic	
364834-01	PCB Fab	
364833-01	Artwork	
390818-06	Capacitor, SM, MLC, NPO, 100pF (1206)	C102
390818-02	Capacitor, SM, MLC, NPO, 220pF (1206)	C101B C104B C200C C202C
390853-01	Capacitor, SM. MLC, X7R, .01uF (1206)	C103A
310027-02	Capacitor, SM, Ceramic, 0.1uF (1206)	C100A C102A
390797-02	Capacitor, SM, Ceramic, Z5U, .22uF (1210)	C101A C104A C200A C202A
391097-03	Capacitor, SM, Elec. Alum. 22uF 16V 'C'	C101C C104C C200B C202B
310026-45	Resistor, Chip, 1/8W, 5%, 1 OHM (1206)	R103-R105 R202 R203

PCB Assembly, 68020/68030 CPU Card (364832 Rev C) (cont'd)

310026-45	Resistor, Chip, 1/8W, 5%, 1 OHM (1206)	R103-R105 R204 R205
311026-01	Resistor, Chip, 1/8W, 5%, 47 OHM (1206)	R109 R112 R113
310026-05	Resistor, Chip, 1/8W, 5%, 100 OHM (1206)	R101 R102
310026-08	Resistor, Chip, 1/8W, 5%, 4.7K OHM (1206)	R100 R106 R107 R108 R110 R111
391321-04	Socket, SM PLCC for 68881/68882	U101; (Use Item 40 for AUTO-PLACE Assembly)
391413-03	IC, 68020 CPU, 132 QFP, 25MHz	U200
390399-04	IC, 68030 CPU, 132 QFP, 25 MHz	U202
390434-01	IC, MC68882 FPU 25 MHz PLCC	U101
391485-01	IC, PAL, 22V10-10 Programmed PLCC, ROM Remap	U100; Programmed into PN 391392-03
390868-01	IC, SMD, 74F174, SOIC	U102
391323-01	IC, SMD, 74F38, SOIC	U105
391321-08	Socket, SM, PLCC, W/O Mounting Posts	Sub for PN 391321-04 (for AUTO-PLACE Assembly)
	Not Stuffed	U103
903326-03	3 x .1" SIL	J103 J201-J203
903326-03	3 x .1" SIL	J100 J101
390556-01	Connector, 200 Pin KEL	CN10
390043-01	Shorting Bars (Shunts)	J100 J101
390043-01	Shorting Bars (Shunts)	J103 J201-J203

PCB Assembly, A4000 (364837 Rev E)

364837-01	PCB Assembly, A4000 NTSC	
364837-02	PCB Assembly, A4000 PAL	
364836-01	Schematic	
364838-01	PCB Fab	
364839-01	Artwork	
	CAPACITORS	
390818-01	Capacitor, SM, MLC, NPO, 22pF (1206)	C485 C179
390818-04	Capacitor, SM, MLC, NPO, 47pF (1206)	EC976-EC989 EC350-EC364
390818-05	Capacitor, SM, MLC, NPO, 56pF (1206)	C178
390818-06	Capacitor, SM, MLC, NPO, 100pF (1206)	EC182-EC184 EC300-EC309 EC365-EC379 EC410 EC411 EC451-EC464
390818-10	Capacitor, SM, MLC, NPO, 330pF (1206)	C446, C447
390853-08	Capacitor, SM, MLC, X7R, 3900pF (1206)	C432 C442
390853-09	Capacitor, SM, MLC, X7R, 6800pF (1206)	C431 C441
390853-01	Capacitor, SM, MLC, X7R, .01uF (1206)	C104 C154B C186 C193 C195 C409 C460D C460E C460F
390853-04	Capacitor, SM, MLC, X7R, .047uF (1206)	C411-C414 C430 C440
310027-02	Capacitor, SM, Ceramic, 0.1uF (1206)	C102 C103 C106 C130 C131 C140 C141 C145 C152 C154A C177 C201 C205 C211A C211B C211C C212 C213 C215 C216 C250A C250C C300 C305 C311 C350-C355 C400B C402A C402B C455-C459 C460A C460B C460C C500 C860 C890-C894 C901-C904 C907 C975 C976 C990 C511-C513 C455B C456B C457B C458B

PCB Assembly, A4000 (364837 Rev E) (cont'd)

390797-02	Capacitor, SM, Ceramic, Z5U, .22uF (1210)	C150 C175 C176 C199 C403 C405 C406 C450 C700-C704 C706-C708 C710 C711 C714
391097-06	Capacitor, SM, Elec. Alum. 4.7uF 25V 'A'	C200 C404
391097-07	Capacitor, SM, Elec. Alum. 10uF 25V 'C'	C460G
391097-03	Capacitor, SM, Elec. Alum. 22uF 16V 'C'	C198 C317 C318 C433 C443
391097-04	Capacitor, SM, Elec. Alum. 47uF 16V 'D'	C187-C192 C194 C196 C407 C408
391097-01	Capacitor, SM, Elec. Alum. 100uF 6.3V 'D'	C181
390101-03	Capacitor, Elec. Alum. Radial 470uF 16V	C185 C400A
251029-06	Capacitor, Trimmer, Ceramic, 6.8-45pF	VC190
	TRANSISTORS, DIODES, FERRITES	
391121-01	IC, SMD, NPN, Transistor, 2N3904 (SOT23)	Q300 Q901
391122-01	IC, SMD, PNP, Transistor, 2N3906 (SOT23)	Q400
391145-01	Transistor, SM, N-Channel JFET MMBF102L	Q430 Q440
391327-01	Diode, SM, 1N4001 (MELF)	D175 D176 D305-D307 D360-D363, D500-D505
391129-01	Diode, SMT, 1N4148 (SOT23)	D177 D178 D300
391559-01	Filter, Ferrite, SMT (1812)	FB177 FB308 FB309 FB364-FB366 FB401 FB462 FB463 FB464 FB476 FB478-FB480 FB975
391092-03	Filter, Ferrite, SMT (1206)	FB710 FB410 FB411 ER976-ER989
391138-05	Inductor, SM, 47uH (1210)	L500
	RESISTORS	
391093-01	Resistor, SM, 1W, 5%, 1 Ohm (2512)	R400
391093-07	Resistor, SM, 1W, 5%, 20 Ohm (2512)	R176 R177
391093-04	Resistor, SM, 1W, 5%, 47 Ohm (2512)	R383
310026-45	Resistor, Chip, 1/8W, 5%, 1 Ohm (1206)	R403 R404
310026-24	Resistor, Chip, 1/8W, 5%, 120 Ohm (1206)	R311
310026-43	Resistor, Chip, 1/8W, 5%, 33 Ohm (1206)	R104 R211 R231-R237 R240-R248 R881-R899
310026-01	Resistor, Chip, 1/8W, 5%, 47 Ohm (1206)	R101-R103 R105 R106 R111 R112 R161 R162 R212-R218 R222 R223 R451 R458-R464 R500-R508 R513 R520-R543 R701-R704 ER175 R458A R458B R660 R661 ER176 ER300-ER307 ER350-ER363 ER367-ER379 ER453 ER458-ER461 ER475 R165-R170
391509-04	Resistor, Chip, 1/10W, 5%, 47 Ohm (0805)	R455A, R455B R455C R455D R455E R455F R455G R455H R456A R456B R456C R456D R456E R456F R456G R455H R457A R457B R457C R457D R457E R457F R457G R457H
310026-29	Resistor Chip, 1/8W, 5%, 75 Ohm (1206)	R510-R512
310026-30	Resistor, Chip, 1/8W, 5%, 220 Ohm (1206)	R301 R307
310026-21	Resistor, Chip, 1/8W, 5%, 470 Ohm (1206)	R120-R122 R175 R178 R651
310026-56	Resistor, Chip, 1/8W, 5%, 680 Ohm (1206)	R65 R66
310026-57	Resistor, Chip, 1/8W, 5%, 750 Ohm (1206)	R430 R440

PCB Assembly, A4000 (364837 Rev E)		(cont'd)
310026-07	Resistor, Chip, 1/8W, 5%, 1.0K Ohm (1206)	R67 R68 R70-R73 R125-R128 R171-R173 R181 R182 R239 R249 R302 R371 R381 R382 R401 R402 R433 R434 R443 R444 R545-R548 R612-R626 R630-R635 R639 R708-R712 R720-R722 R861 R862 R911 R912 R975
310026-54	Resistor, Chip, 1/8W, 5%, 1.2K Ohm (1206)	R79-R88 R179 R405
310026-51	Resistor, Chip, 1/8W, 5%, 2.4K Ohm (1206)	R403D R403H
310026-16	Resistor, Chip, 1/8W, 5%, 2.7K Ohm (1206)	R1-R64 R74-R78 R206 R207 R407 R652 R871 R904 R905
310026-46	Resistor, Chip, 1/8W, 5%, 3.3K Ohm (1206)	R151 R360 R361
310026-08	Resistor, Chip, 1/8W, 5%, 4.7K Ohm (1206)	R515 R403C R403G R981-R994
310026-17	Resistor, Chip, 1/8W, 5%, 10 K Ohm (1206)	R208 R305 R306 R406 R408 R431 R432 R441 R442 R457 R465 R514 R403A R403B R403E R403F R355-R359
310026-55	Resistor, Chip, 1/8W, 5%, 11 K Ohm (1206)	R902 R903
310026-31	Resistor, Chip, 1/8W, 5%, 100K Ohm (1206)	R180
310026-19	Resistor, Chip, 1/8W, 5%, 470K Ohm (1206)	R435 R445
391154-27	Resistor, Chip, 1/8W, 1%, 562 Ohm (1206)	R509
902412-14	Res. Netwk., SIP, 9 Pin, 8 Element, 1K Ohm	RP461-RP463
902410-10	Res. Netwk., SIP, 10 Pin, 9 Element, 1K Ohm	RP351
902442-35	Res. Netwk., SIP, 8 Pin, 7 Element, 10K Ohm	RP176
325566-27	Oscillator, 50 MHz, T.H. Can	U104
325566-14	Oscillator, 28.63636 MHz, T.H. can	U154 (NTSC)
252344-01	Oscillator, 28.37516 MHz, T.H.can	U154 (PAL)
900560-01	Crystal, 32.768 KHz, T.H.	Y176
	INTEGRATED CIRCUITS	
391513-02	IC, Kickstart ROM (LOW) 150ns	U176 Set J151 = Pins 2-3 (V39.106)
391514-02	IC, Kickstart ROM (HIGH) 150ns	U175 Set J151 = Pins 2-3 (V39.106)
391010-01	IC, CSG, 8374, ALICE, 84 Pin PLCC	U211
391227-01	IC, CSG, 4203, LISA, 84 Pin PLCC	U450
391077-01	IC, 8364R7 PAULA PLCC 52	U400
391078-02	IC, SM, LSI, Complex Int Adapt 8520A-1 PLCC 44	U300 U350
390525-01	IC, Ricoh, Real Time Clock, RP5C01, DIP	U178
391494-01	IC, Video DAC, Triple 8-BIT, ADV7120, PLCC 44	U460
390540-02	IC, LSI, FAT GARY, F008B, PLCC84	U150
390541-07	IC, FAT RAMSEY, F012G, PLCC 84	U890
391380-01	IC, BRIDGETTE, PQFP 100	U250
390539-09	IC, LSI, FAT BUSTER, F013I, PLCC84	U700
391473-01	IC, SMD, Op Amp, Dual, LM833	U403
391103-01	IC, SMD, Op Amp, Quad JFET, LF347	U402
390555-01	Delay Line, 5 Tap, 25ns, DIP	U102
391087-01	IC, SMD, Quad Line Driver, 1488 SOIC	U304
391086-01	IC, SMD, Quad Line Receiver, 1489 SOIC	U305
391421-01	Voltage Reference, 1.2V, SO-8	D507

PCB Assembly, A4000 (364837 Rev E) (cont'd)

901527-03	IC, Voltage Regulator, Fixed Output, TO-220, 7905	U198
391554-01	IC, Linear, LF347, EIAJ Package	Sub for PN 391103-01
391478-01	IC, PAL, 22V10-10 Programmed PLCC,Chip CAS Gen	U212; Programmed into PN 391392-03
391477-01	IC, PAL, 16L8-10 Programmed PLCC, Chip RAM Ctrl	U213; Programmed into PN 391412-01
391476-01	IC, PAL, 16R4-15 Programmed PLCC, Arb & int.	U701; Programmed into PN 391359-04
391475-01	IC, PAL, 16L8-10 Programmed PLCC, Zorro Decode	U714; Programmed into PN 391199-03
391406-01	IC, PAL, 16L8-15 Programmed PLCC, IDE Decode	U901; Programmed into PN 391199-04
391405-01	IC, PAL, 16R6-15 Programmed PLCC, IDE state	U902; Programmed into PN 391403-02
391276-01	7406, SOIC package	U131
391188-01	7407, SOIC package	U311 U141
391499-01	74F521, SOIC package	U145
391068-01	74F04, SOIC package	U215
391183-01	74F08, SOIC package	U130 U710
391175-01	74F32, SOIC package	U140
391320-01	74F74, SOIC package	U106 U459
391325-01	74F86, SOIC package	U711
391375-01	74F245, SOIC package	U704 U707 U708 U891-U894
391481-01	74F841, SOIC package	U216
391374-02	74FCT646T, SOIC package	U702 U703 U706
391480-01	74HCT166, SOIC package	U975-U976
391400-01	74FCT244T, DIP package	U103
391474-01	74FCT245T, SOIC package	U455-U458
391377-01	74HCT174, SOIC package	U177 U354 U907
391326-01	74LS38, SOIC package	U352
391141-01	74LS74A, SOIC package	U351
391311-01	74HC4066, SOIC package	U205
391100-01	74HCT245, SOIC package	U903 U904
391191-01	74LS125A, SOIC package	U353 U355
391548-01	74F86, SM, EIAJ package	Substitute for PN 391325-01
391552-01	74HCT174, SM, EIAJ Package	Substitute for PN 391377-01
391555-01	74LS74A, SM, TTL, EIAJ Package	Substitute for PN 391141-01
	SOCKETS	
390768-04	Socket, 20 Pin .3 DIP machine pin	U103 (Clock distribution)
904150-06	Socket, 40 Pin .6 DIP	U175 U176 (ROMs)
391368-01	Socket, 72 Pin 22.5 Deg. SIMM	U261 U850-U853
390719-01	Socket, single pin (.040 hole)	U104 U154
	MISC ELECTRICAL	
380393-02	Battery, NICAD, Rechargeable, 3.6V	BT176
380393-03	Battery, NICAD, Rechargeable, 3.6V	BT176
390924-01	Varistor Switch, Self Resetting 1.85A	F175
	CONNECTORS	
903345-06	12 DIL .1" x .1" Header	J975
903345-17	34 DIL .1" x .1" Header	CN351

PCB Assembly, A4000 (364837 Rev E) (cont'd)

903345-20	40 DIL .1" x .1" Header	CN900
903326-02	2 x .1" SIL	J351 J850
903326-03	3 x .1" SIL	CN404 J100 J104 J151 J212-J214 J352 J500-J502 J852 CN200 CN302 CN303
390242-01	DB9 Male	CN975 CN976
390242-03	DB23 Male	CN450
390241-03	DB23 Female	CN352
390625-04	Stacked DB25 Male/Female (missionary)	CN350+CN300
390851-04	6 Pin MINI DIN, Female	CN175
390043-01	Shorting Bars (Shunts)	J100 J104 J120 J151 J152 J212 J214 J352 J850 J852
903349-01	6 Pin Connector (Power In)	CN160
252122-02	RCA Jack (Red)	CN403
252122-01	RCA Jack (White)	CN402
903446-06	100 Pin Edge Card Connector	CN452 CN600
390557-01	200 Pin KEL Connector	CN651
	UNSTUFFED COMPONENTS	
	R465	
	C406H	

PCB Assembly, 68040 CPU Card (364856)

364856-01	PCB Assembly, 68040 CPU Card, 68040	
364856-02	PCB Assembly, 68040 CPU Card, 68EC040	
364853-01	Schematic	
364855-01	PCB Fab	
364854-01	Artwork	
	CAPACITORS	
390853-01	Capacitor, SM, MLC, X7R, .01uF (1206)	C100A
390818-06	Capacitor, SM, MLC, NPO, 100pF (1206)	C400
310027-02	Capacitor, SM, Ceramic, 0.1uF (1206)	C101A C103A C104A C105A C200A C201A C202A C203A C204 C205 C206A C207 C208A C209 C211 C213 C400A C401A C402A
390797-01	Capacitor, SM, Ceramic, Z5U, .33uF (1210)	C212A C214A C215A C216A C217A C218A C219A C220A C221A C222A C101B
390797-02	Capacitor, SM, Ceramic, Z5U, .22uF (1210)	C102D C102A
390818-02	Capacitor, SM, MLC, NPO, 220pF (1206)	C102C C102F
391097-03	Capacitor, SM, Elec. Alum., 22uF 16V 'C'	C105 C106 C107 C102E C102B
	RESISTORS	
310026-43	Resistor, Chip, 1/8W, 5%, 33 Ohm (1206)	R107, R108
310026-05	Resistor, Chip, 1/8W, 5%, 100 Ohm (1206)	R400 R401
310026-21	Resistor, Chip, 1/8W, 5%, 470 Ohm (1206)	R402 R403 R404
310026-08	Resistor, Chip, 1/8W, 5%, 4.7K Ohm (1206)	R104 R105 R106 R405
310026-06	Resistor, Chip, 1/8W, 5%, 22 Ohm (1206)	R101 R102
310026-45	Resistor, Chip, 1/8W, 5%, 1 Ohm (1206)	R100 R103
902410-10	Res. Ntwk,SIP, 10 Pin, 9 Element, 1K Ohm	RP100 RP400 RP401 RP402 RP403 RP404 RP405

PCB Assembly, 68040 CPU Card (364856) **(cont'd)**

326149-01	Res. Ntwk, SIP, 8 Pin, 4 Element, 22 Ohm	RP102 RP103 RP104 RP105 RP101 RP106 RP107 RP108
	INTEGRATED CIRCUITS TTL	
390789-02	IC, SMD, 74FCT244AT	U402
390784-02	IC, SMD, 74FCT374AT	U201
390786-02	IC, SMD, 74FCT373AT	U200
391175-01	IC, SMD, 74F32	U202
391495-01	IC, SMD, 74F257	U212
391176-01	IC, SMD, 74F139	U206
391088-01	IC, SMD, 74F04	U105
391188-01	IC, SMD, 7407	U104
391487-01	IC, SMD, 74FCT543T	U214 U215 U216 U217 U218 U219 U220 U221 U222
391486-01	IC, SMD, 74F1803	U101
	ICs MISC	
390555-01	Delay Line 5 Tap 25ns, DIP	U103
325566-27	Oscillator, Crystal controlled, 50MHz	U100
	HEADERS	
903326-03	3 x .1" SIL	J400
903326-04	4 x .1" SIL	J100
903326-02	2 x .1" SIL	TJ100
	OTHER CONNECTORS	
390043-01	Shorting Bars	J100 J400 TJ100
390556-01	200 Pin KEL Connector (Male)	CONN200
	FERRITES	
391092-01	Filter,Ferrite,SMT (1812)	FB100 FB200
	SOCKETS	
391492-01	Socket 179 Pin PGA for 68040	Sub for PN 390296-09
391493-01	Heat Sink and Clip for 68040 Socket	Sub for PN 391493-02 use w/ PN 391492-01
390296-09	Socket 179 Pin PGA	U102
391493-02	Heat Sink and Clip	U102 Use w/ PN 390296-09 or 391492-01
	MICROPROCESSORS	
390796-01	MC68040	U102
391486-01	MC68EC040	U102
	PALs	
391467-01	IC, PAL, 22V10-15 Programmed PLCC, TAXLAT	U213
391468-01	IC, PAL, 22V10-15 Programmed PLCC, OEBUS	U207
391469-01	IC, PAL, 22V10-15 Programmed PLCC, MAPPER	U400
391470-01	IC, PAL, 22V10-10 Programmed PLCC, BUSCON	U204
391471-01	IC, PAL, 22V10-10 Programmed PLCC, BUSTERM	U205
391472-01	IC, PAL, 22V10-10 Programmed PLCC, BCTL	U209
391491-01	IC, PAL, 22V10-10 Programmed PLCC, START	U211
391490-01	IC, PAL, 16V8-10 Programmed PLCC, TERM	U203
391489-01	IC, PAL, 16V8-10 Programmed PLCC, LEBUS	U208
391488-01	IC, PAL, 16V8-10 Programmed PLCC, RST	U401

PCB Assembly, 68040 CPU Card (364856) (cont'd)		
	J100 (*CDIS *MDIS)	Short pins 1-2 & pins 3-4
	J400 (MAPROM) 1-2 Enabled, 2-3 Disabled	Short pins 1-2
	TJ100 (TEST)	Short pins 1-2

Software Assembly, Level 3 Amiga V3.0 (364870 Rev B)		
364870-01	Software Assembly, Level 3	US
364870-02	Software Assembly, Level 3	Canada Inactive
364870-03	Software Assembly, Level 3	UK Inactive
364870-04	Software Assembly, Level 3	German
364870-05	Software Assembly, Level 3	French
364870-06	Software Assembly, Level 3	Italian
365039-01	Slipcase	
365038-01	Disk Sub Assembly, Level 3, Amiga V3.0	
368763-01	Manual, AmigaDOS	English
368766-01	Manual, AmigaDOS	German
368764-01	Manual, AmigaDOS	French
368765-01	Manual, AmigaDOS	Italian
368759-01	Manual, Amiga ARexx	English
368762-01	Manual, Amiga ARexx	German
368760-01	Manual, Amiga ARexx	French
368761-01	Manual, Amiga ARexx	Italian
368914-01	Manual, Workbench V3.0	English
368917-01	Manual, Workbench V3.0	German
368915-01	Manual, Workbench V3.0	French
368916-01	Manual, Workbench V3.0	Italian
366947-01	Label, Part Number	English
366949-01	Label, Part Number	German
366948-01	Label, Part Number	French
366950-01	Label, Part Number	Italian
318757-17	Shrink Wrap	*A/R
368758-01	Manual, ARexx 2.04	English
368760-01	Manual, ARexx 2.04	French
368761-01	Manual, ARexx 2.04	Italian
368762-01	Manual, ARexx 2.04	German

Drive Cable Assembly II (380742 Rev K)		
380742-01	Drive Cable Assembly II, Amiga 2000 for Matsushita JU363-282/Chinon F354	
380742-02	Drive Cable Assembly II, Amiga 2000 for Matsushita JU253-027/Chinon FB354	
380742-03	Drive Cable Assembly, Amiga 3000	
380742-04	Drive Cable Assembly, Amiga 3500	
380742-05	Drive Cable Assembly, Amiga 4000	
903135-10	Flat Cable, 34 POL.	L=570mm
903468-05	Dual Row Connector, 34 Pin	Amp No. 3-164703-4 or Equiv.
380328-01	Keying Plug	Amp No. 926329-1 or Equiv.

Drive Cable Assembly II (380742 Rev K) **(cont'd)**

903135-10	Flat Cable, 34 Conductors	L=450mm
903135-10	Flat Cable, 34 Conductors	L=475mm
903135-10	Flat Cable, 34 Conductors	L=715mm

A4000/020 (534802 Rev B)

534802-01	A4000/020 U.S. Without HDD, 1M + 1M	
534802-02	A4000/020 U.S. With HDD 50MB, 1M + 1M	
534802-03	A4000/020 EU. Without HDD, 1M + 1M	
534802-04	A4000/020 EU. With HDD 50MB, 1M + 1M	
364828-01	Base Assembly	
313248-03	Floppy Disk Drive 3.5" 1.7 MB, 32mm	
365019-01	Floppy Disk Drive 3.5" 1.7 MB, 25mm	
364904-01	Bezel Cover, 5.25" Floppy Disk	
364239-01	Bezel Cover, 3.5" Floppy Disk 25mm	Use with PN 365019-01
364527-01	Bezel Cover, 3.5" Floppy Disk 32mm	Use with PN 313248-03
364527-01	Cable Assembly, Hard Disk Drive	
364837-01	PCB Assembly, NTSC	
364837-02	PCB Assembly, PAL	
391173-01	Power Supply, NTSC	
391173-02	Power Supply, PAL	
365018-01	Nameplate, A4000	
364339-03	Packing Box, A4000	
364201-01	Endcap	
364832-01	PCB Assembly, 68020 CPU Card	
369274-01	Label, Rating-Made In Germany	120V Product
369274-02	Label, Rating-Made In Hong Kong	120V Product
369274-03	Label, Rating-Made In Phillipines	120V Product
369274-04	Label, Rating-Made In Germany	240V Product
369274-05	Label, Rating-Made In Hong Kong	240V Product
369274-06	Label, Rating-Made In Phillipines	240V Product
369274-08	Label, Rating-Made In UK	240V Product
251006-01	Bag, Plastic	For Keyswitch Keys
325090-02	Seal, Warranty	
368084-01	Seal,Tamper Evident	Place on Box Flaps
906883-02	Screw, M3 x 4.0, Self Tapping	For Bezel Covers
906610-04	Screw, #6-32 x .25LG	For HDD
906800-05	Screw, M3x.05 x 6.0LG	For FDD
364861-01	Standoff, Plastic	For CPU Card
320408-04	Bag, Flat 650mm x 650mm	For CPU
324257-01	Bag, Drying Agent	Place into PN 320408-04
368803-01	Label, Gold Service	US Only
391396-01	IC, SIMM Module, 256K x 32, 80ns	U261, U853 (set J852 to 2-3)
390682-01	Video Adapter, 15 Pin to 23 Pin	Place in PN 320408-04
311839-01	Hard Disk Drive, 3.5", 52MB, 1", Quantum LPS52AT	
316583-07	Label, Hard Disk Drive	Quantum Prodrive 52AT
369478-02	Label, UPC, No Hard Disk Drive	Without FPU
369478-01	Label, UPC, 50MB	Without FPU

A4000/030 (534803 Rev C)

534803-01	A4000/030 U.S. Without HDD, 1M + 1M, No FPU	
534803-02	A4000/030 U.S. With HDD 50MB, 1M + 1M, No FPU - Inactive	
534803-03	A4000/030 EU. Without HDD, 1M + 1M, No FPU	
534803-04	A4000/030 EU. With HDD 50MB, 1M + 1M, No FPU - Inactive	
534803-05	A4000/030 U.S. With HDD 40MB, 2M + 2M, No FPU	
534803-06	A4000/030 EU. With HDD 40MB, 2M + 2M, No FPU	
534803-07	A4000/030 U.S. With HDD 80MB, 2M + 2M, No FPU	
534803-08	A4000/030 EU. With HDD 80MB, 2M + 2M, No FPU	
534803-09	A4000/030 U.S. With HDD 120MB, 2M + 2M, No FPU	
534803-10	A4000/030 EU. With HDD 120MB, 2M + 2M, No FPU	
534803-11	A4000/030 U.S. With HDD 200MB, 2M + 2M, No FPU	
534803-12	A4000/030 EU. With HDD 200MB, 2M + 2M, No FPU	
534803-13	A4000/030 U.S. With HDD 40MB, 2M + 2M, FPU	
534803-14	A4000/030 EU. With HDD 40MB, 2M + 2M, FPU	
534803-15	A4000/030 U.S. With HDD 80MB, 2M + 2M, FPU	
534803-16	A4000/030 EU. With HDD 80MB, 2M + 2M, FPU	
534803-17	A4000/030 U.S. With HDD 120MB, 2M + 2M, FPU	
534803-18	A4000/030 EU. With HDD 120MB, 2M + 2M, FPU	
534803-19	A4000/030 U.S. With HDD 200MB, 2M + 2M, FPU	
534803-20	A4000/030 EU. With HDD 200MB, 2M + 2M, FPU	
534803-21	A4000/030 U.S. With HDD 100MB, 2M + 2M, No FPU	
534803-22	A4000/030 EU. With HDD 100MB, 2M + 2M, No FPU	
534803-23	A4000/030 U.S. With HDD 100MB, 2M + 2M, FPU	
534803-24	A4000/030 EU. With HDD 100MB, 2M + 2M, FPU	
364828-01	Base Assembly	
365019-01	Floppy Disk Drive 3.5" , 1.7 MB, 25mm	
313248-03	Floppy Disk Drive 3.5" , 1.7 MB, 32mm	Sub for PN 365019-01
364904-01	Bezel Cover, 5.25" Floppy Disk	
364239-01	Bezel Cover, 3.5" Floppy Disk, 25mm	Use with PN 365019-01
364905-01	Bezel Cover, 3.5" Floppy Disk, 32mm	Use with PN 313248-03
364527-02	Cable Assembly, Hard Disk Drive	
364837-01	PCB Assembly, NTSC	Set J100 & J104 to pins 1-2
364837-02	PCB Assembly, PAL	
391173-01	Power Supply, NTSC	
391173-02	Power Supply, PAL	

A4000/030 (534803 Rev C) **(cont'd)**

365018-02	Nameplate, A4000/030	
364339-03	Packing Box, A4000	
364201-01	Endcap	
364832-03	PCB Assembly, 68030 CPU Card, No FPU	
364832-04	PCB Assembly, 68030 CPU Card, With FPU	
369274-01	Label, Rating-Made In Germany	120V Product
369274-02	Label, Rating-Made In Hong Kong	120V Product
369274-03	Label, Rating-Made In Phillipines	120V Product
369274-07	Label, Rating-Made In UK	120V Product
369274-04	Label, Rating-Made In Germany	240V Product
369274-05	Label, Rating-Made In Hong Kong	240V Product
369274-06	Label, Rating-Made In Phillipines	240V Product
369274-08	Label, Rating-Made In UK	240V Product
369619-01	Label, Ni-Cd	Place next to PN 369274-01 to 369274-06
251006-01	Bag, Plastic	For Keys of Keyswitch
325090-02	Seal, Warranty	
368084-01	Seal,Tamper Evident	Place on Box Flaps
906883-02	Screw M3 x 4.0, Self Tapping	For Bezel Covers
906610-04	Screw, #6-32 x .25LG	For HDD
906800-05	Screw, M3x.05 x 6.0LG	For FDD
364861-01	Standoff, Plastic	For CPU Card
320408-04	Bag,Flat 650mm x 650mm	For CPU
324257-01	Bag,Drying Agent	Place into PN 320408-04
368803-01	Label, Gold Service	US Only
391396-01	IC, SIMM Module, 256K x 32 80ns	U261 U853, SET J852 TO 2-3
391396-01	IC, SIMM Module, 256K x 32 80ns	U853 U852, SET J852 TO 2-3
391517-01	IC, SIMM Module, 512K x 32 80ns	U261
390682-01	Video Adapter 15 Pin to 23 Pin	Place in PN 320408-04
364290-01	3.5" Hard Disk, 1", 40MB, Seagate ST351A	
316583-09	Label, HDD "40 MB, Seagate ST351A"	Use with PN 364290-01
312966-03	3.5" Hard Disk, 1", 80MB, Seagate ST3096A	
312966-02	3.5" Hard Disk, 1", 80MB, WD WDAC280	Sub for PN 312966-03
316583-12	Label, HDD "80 MB Seagate ST3096A"	Use with PN 312966-03
316583-13	Label, HDD "80MB WD WDAC280"	Sub for PN 316583-12
364517-03	3.5" Hard Disk, 1", 120MB, Seagate ST3144A	
316583-15	Label, HDD "120 MB Seagate ST3144A"	Use with PN 364517-03
311639-04	3.5" Hard Disk, 1.625", 200MB, WD WDAC2200	
316583-20	Label, HDD WD WDAC2200	
369478-02	Label, UPC, Without HDD, No FPU	
369478-01	Label, UPC, 50MB HDD, No FPU	
369478-03	Label, UPC, 40MB HDD, No FPU	
369478-04	Label, UPC, 80MB HDD, No FPU	
369478-05	Label, UPC, 120MB HDD, No FPU	
369478-06	Label, UPC, 200MB HDD, No FPU	
369478-07	Label, UPC, 40MB HDD, With FPU	
369478-08	Label, UPC, 80MB HDD, With FPU	
369478-09	Label, UPC, 120MB HDD, With FPU	

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A4000/030 (534803 Rev C)

369478-10	Label, UPC, 200MB HDD, With FPU	
369478-11	Label, UPC, 100MB HDD, No FPU	
369478-12	Label, UPC, 100MB HDD, With FPU	
311840-02	3.5" HDD, 100MB, Seagate ST3120A	
316583-21	Label, HDD, 100MB, Seagate ST3120A	

A4000/040 (534804 Rev C)

534804-01	A4000/040 U.S. Without HDD, 1M + 1M	
534804-02	A4000/040 U.S. With HDD 50MB, 1M + 1M - Inactive	
534804-03	A4000/040 EU. Without HDD, 1M + 1M	
534804-04	A4000/040 EU. With HDD 50MB, 1M + 1M - Inactive	
534804-05	A4000/040 U.S. With HDD 40MB, 2M + 4M	
534804-06	A4000/040 EU. With HDD 40MB, 2M + 4M	
534804-07	A4000/040 U.S. With HDD 80MB, 2M + 4M	
534804-08	A4000/040 EU. With HDD 80MB, 2M + 4M	
534804-09	A4000/040 U.S. With HDD 120MB, 2M + 4M	
534804-10	A4000/040 EU. With HDD 120MB, 2M + 4M	
534804-11	A4000/040 U.S. With HDD 200MB, 2M + 4M	
534804-12	A4000/040 EU. With HDD 200MB, 2M + 4M	
534804-13	A4000/040 U.S. With HDD 100MB, 2M + 4M	
534804-14	A4000/040 EU. With HDD 100MB, 2M + 4M	
364828-01	Base Assembly	
365019-01	Floppy Disk Drive 3.5", 1.7 MB, 25mm	Sub for PN 365019-01
313248-03	Floppy Disk Drive 3.5", 1.7 MB, 32mm	
364904-01	Bezel Cover, 5.25" Floppy Disk	Use with PN 365019-01
364239-01	Bezel Cover, 3.5" Floppy Disk, 25mm	Use with PN 313248-03
364905-01	Bezel Cover, 3.5" Floppy Disk, 32mm	
364527-02	Cable Assembly, Hard Disk Drive	Set J100 & J104 Pins 2-3
364837-01	PCB Assembly, NTSC	Remove U104 for 040 Card
364837-02	PCB Assembly, PAL	
391173-01	Power Supply, NTSC	
391173-02	Power Supply, PAL	
365018-03	Nameplate, A4000/040	
364339-03	Packing Box, A4000	
364201-01	Endcap	
364856-01	PCB Assembly, 68040 CPU Card	
369274-01	Label, Rating-Made In Germany	120V Product
369274-02	Label, Rating-Made In Hong Kong	120V Product
369274-03	Label, Rating-Made In Phillipines	120V Product
369274-07	Label, Rating-Made In UK	120V Product
369274-04	Label, Rating-Made In Germany	240V Product
369274-05	Label, Rating-Made In Hong Kong	240V Product
369274-06	Label, Rating-Made In Phillipines	240V Product
369274-08	Label, Rating-Made In UK	Place next to PN 369274-01 to 369274-08
369619-01	Label, Ni-Cd	

A4000/040 (534804 Rev C) **(cont'd)**

251006-01	Bag, Plastic	For keys of keyswitch
325090-02	Seal, Warranty	
368084-01	Seal,Tamper Evident	Place on box flaps
906883-02	Screw M3 x 4.0, Self Tapping	For Bezel Covers
906610-04	Screw, #6-32 x .25LG	For HDD
906800-05	Screw, M3 x .05 x 6.0LG	For FDD
364861-01	Standoff, Plastic	For CPU Card
320408-04	Bag, Flat 650mm x 650mm	For CPU
324257-01	Bag, Drying Agent	Place into PN 320408-04
368803-01	Label, Gold Service	US Only
391518-01	IC, SIMM Module, 1M x 32 80ns	U853 , Set J852 TO 1-2
391517-01	IC, SIMM Module, 512K x 32 80ns	U261
390682-01	Video Adapter 15 Pin to 23 Pin	Place in PN 320408-04
364290-01	3.5" Hard Disk, 1", 40MB, Seagate ST351A	
316583-09	Label, HDD "40 MB, Seagate ST351A"	Use with PN 364290-01
312966-03	3.5" Hard Disk, 1", 80MB, Seagate ST3096A	
312966-02	3.5" Hard Disk, 1", 80MB, WD WDAC280	Sub for PN 312966-03
316583-12	Label,HDD "80 MB Seagate ST3096A"	Use with PN 321966-03
316583-13	Label,HDD "80MB WD WDAC280"	Use with PN 312966-02
364517-03	3.5" Hard Disk, 1", 120MB, Seagate ST3144A	
316583-15	Label,HDD "120 MB Seagate ST3144A"	Use with PN 364517-03
311639-04	3.5" Hard Disk, 1.625", 200MB,WD WDAC2200	
316583-20	Label, HDD, 200MB, WD WDAC2200	
369477-02	Label, UPC, Without HDD	
369477-01	Label, UPC, 50MB HDD	
369477-03	Label, UPC, 40MB HDD	
369477-04	Label, UPC, 80MB HDD	
369477-05	Label, UPC, 120MB HDD,	
369477-06	Label, UPC, 200MB HDD	
369477-07	Label, UPC, 100MB HDD	
316583-21	Label, HDD, 100MB, Seagate ST3120A	
311840-02	3.5" HDD 100MB Seagate ST3120A	

Keyboard Ship Assembly, A4000 (582027 Rev D)

582027-01	Keyboard Ship Assembly	US
582027-02	Keyboard Ship Assembly	Canada
582027-03	Keyboard Ship Assembly	UK
582027-04	Keyboard Ship Assembly	German
582027-05	Keyboard Ship Assembly	French
582027-06	Keyboard Ship Assembly	Italian
582027-07	Keyboard Ship Assembly	Spanish
582027-08	Keyboard Ship Assembly	Swiss German
582027-09	Keyboard Ship Assembly	Swiss French
582027-10	Keyboard Ship Assembly	Austrian
582027-11	Keyboard Ship Assembly	Norwegian
582027-12	Keyboard Ship Assembly	Swedish
582027-13	Keyboard Ship Assembly	Finnish

Keyboard Ship Assembly, A4000 (582027 Rev D)		(cont'd)
582027-14	Keyboard Ship Assembly	Dutch
582027-15	Keyboard Ship Assembly	Danish
582027-16	Keyboard Ship Assembly	Belgium French
582027-17	Keyboard Ship Assembly	Belgium Dutch
582027-18	Keyboard Ship Assembly	Australian
582027-19	Keyboard Ship Assembly	CEL
582027-20	Keyboard Ship Assembly	Portuguese
364447-01	Keyboard Assembly	US
364447-02	Keyboard Assembly	UK
364447-03	Keyboard Assembly	German
364447-05	Keyboard Assembly	French
364447-04	Keyboard Assembly	Italian
364447-06	Keyboard Assembly	Spanish
364447-07	Keyboard Assembly	Swedish
364447-09	Keyboard Assembly	Norwegian
364447-10	Keyboard Assembly	Swedish/Finnish
364447-08	Keyboard Assembly	Danish
356981-01	Label, Carton, US	US
356981-02	Label, Carton, Canada	Canada
356981-03	Label, Carton, UK	UK
356981-04	Label, Carton, Germany	German
356981-05	Label, Carton, France	French
356981-06	Label, Carton, Italy	Italian
356981-07	Label, Carton, Spain	Spanish
356981-08	Label, Carton, Swiss German	Swiss German
356981-09	Label, Carton, Swiss French	Swiss French
356981-10	Label, Carton, Austria	Austrian
356981-11	Label, Carton, Norway	Norwegian
356981-12	Label, Carton, Sweden	Swedish
356981-13	Label, Carton, Finland	Finnish
356981-14	Label, Carton, Netherlands	Dutch
356981-15	Label, Carton, Denmark	Danish
356981-16	Label, Carton, Belgium, French	Belgium French
356981-17	Label, Carton, Belgium Dutch	Belgium Dutch
356981-18	Label, Carton, Australia	Australian
356981-19	Label, Carton, CEL Trade	CE
356981-20	Label, Carton, Portugal	Portuguese
318243-01	Endcap, Keyboard	
380425-03	Container, Shipping	
251006-02	Bag, Flat, 560mm x 350mm	
324252-07	Tape, Adhesive Transparent, 50mm	
327124-05	Mouse Assembly, 1.2M Cable, Limestone Beige, No Ferrite	Sub for PN 327124-07 (-01 & -02)
327124-07	Mouse Assembly, 1.2M Cable, Limestone Beige, w/Ferrite	
327124-17	Mouse Assembly, 1.2M Cable, Limestone Beige, w/Ferrite	Sub for PN 327124-05 & 327124-07
364870-01	Amiga Software Assembly, Level 3 V3.0	English

Keyboard Ship Assembly, A4000 (582027 Rev D) (cont'd)

364870-04	Amiga Software Assembly, Level 3 V3.0	German
364870-05	Amiga Software Assembly, Level 3 V3.0	French
364870-06	Amiga Software Assembly, Level 3 V3.0	Italian
371115-01	FTZ Statement Sheet	German
400804-01	Service Sub-Assembly	US
318882-02	Warranty Card	Canada
325349-01	Warranty Card	UK
320046-06	Warranty Card	German
325254-01	Warranty Card	French
368014-02	Warranty Card	Australian
380933-01	Warranty Card	Swedish
318875-02	Service Center List	Australian
318896-04	Software License Agreement	
318708-01	Software License Agreement	German
318556-02	Disk Exchange Card	Canada
312341-02	Disk Exchange Card	US
903508-18	Power Cord, Black US/Canada	UL/CSA
903508-21	Power Cord, Black UK	BSI
903508-19	Power Cord, Black	VDE
903508-20	Power Cord, Black Switzerland	SEV
903508-22	Power Cord, Black Australia	
368924-01	Manual, User's Guide A4000	English
368927-01	Manual, User's Guide A4000	German
368925-01	Manual, User's Guide A4000	French
368926-01	Manual, User's Guide A4000	Italian
371023-01	Manual, User's Guide A4000	Swedish
371001-01	Manual, Hard Disk User's Guide	English
371004-01	Manual, Hard Disk User's Guide	German
371002-01	Manual, Hard Disk User's Guide	French
371003-01	Manual, Hard Disk User's Guide	Italian
371028-01	Manual, Hard Disk User's Guide	Swedish

Chapter 6

System Specification

A4000 Functional Specification

Description

The A4000 computer is a new member of the Amiga family, based on the AA chip set. It is housed in a desktop case with a separate keyboard. Expansion capabilities are provided via four internal Zorro II/III expansion connectors and a CPU slot.

A block diagram is shown in Figure 6-1.

Electrical Specifications

CPU

The CPU for the A4000 is contained on a separate CPU card. This allows a single motherboard to be combined with one of several CPU cards to create different system configurations. Currently, there are two different CPU cards available.

68020/68030 CPU Card

This card has PCB QFP footprints for both the MC68020 and the MC68030. Either (or both) of these two processors can be soldered to the board and used — a jumper on the CPU card selects between the 68020 or the 68030.

There are also two footprints for an optional 68881 or 68882 math coprocessor on this CPU card. The QFP PCB outline can be used for factory installed FPUs and the PGA footprint is available for user installations. A jumper on the CPU card selects between the two possible locations.

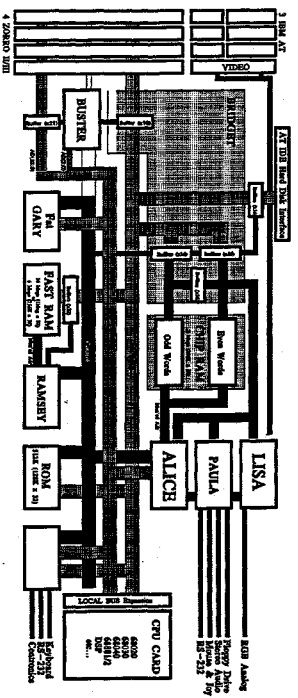


Figure 6-1. Amiga 4000 Block Diagram

Normally, the FPU is driven by the motherboard's 25 MHz clock. However, a separate oscillator can be installed by the user to clock the FPU at a higher rate. A jumper selects between the two different clock sources.

68040 CPU Card

This CPU card can be used with a 25 MHz 68040, 68EC040, 68LC040, or 68EC030. The '040 and '030 reside in a PGA socket.

Fast RAM

- Up to 16 Megabytes
- Four 72-pin SIMM sockets
- 32-bit CPU interface
- Page or Static Column mode
- 80 ns

The SIMMs are 72-pin JEDEC standard. Many 72-pin SIMMs are 36 bits wide. This machine requires only 32 bits of data. If a 36-bit SIMM is used, then the extra 4 bits are simply ignored.

Fast RAM is controlled by the same RAMSEY chip used in the A3000. RAMSEY was designed to terminate cycles via *STERM. Since the 68020 only has *DSACKs, external logic is required to provide *DSACKs to the CPU in a synchronous fashion.

Burst mode is still functional for Fast RAM, but the 68020 does not have this capability. If a 68030 is installed in the coprocessor slot, it is desirable to have this turned on. Therefore, the test for static column DRAMs should be left in the ROM, and the BURST bit turned on just as is done with the A3000. However, the test for static column DRAMs must be done differently. Instead of writing four longwords with the static column bit set, and then reading them back with it off, the four longwords should be written with the bit set off, and then read back with it turned on. This is necessary because JEDEC standard SIMMs do not make use of an output enable (*OE) pin for the DRAMs. When static column mode is turned on, all writes to the DRAM are done as late writes. Without the *OE pin, the SIMMs cannot do late writes. The test will fail, indicating the correct result, but more significantly the data being written to the DRAMs will collide with data coming out of them, which is undesirable. Static column SIMMs must be custom made. One of the no connect pins will be assigned to act as the *OE pin. Only after it is determined that the DRAMs are the static column type should a write to DRAM in static column mode ever be allowed.

The test described above for static column DRAMS should not be done with a 68020. The software should check that the processor is a 68030 or 68040 before doing this test. Since the 68020 uses DSACK, this test will not perform properly.

If static column DRAMs are installed, page mode operation is functional as well (when the bit is turned on).

Table 6-1. Fast RAM Configurations

1 MB SIMM = 256K x 32/36
4 MB SIMM = 1M x 32/36

Table 6-2. Fast RAM SIMM Types

Total Fast RAM	Address	SIMM Configurations
1 Megabyte	07F00000-07FFFFFF	One 1 MB SIMM
2 Megabytes	07E00000-07FFFFFF	Two 1 MB SIMMs
3 Megabytes	07D00000-07FFFFFF	Three 1 MB SIMMs
4 Megabytes	07C00000-07FFFFFF	Four 1 MB SIMMs
8 Megabytes	07800000-07FFFFFF	Two 4 MB SIMMs
12 Megabytes	07400000-07FFFFFF	Three 4 MB SIMMs
16 Megabytes	07000000-07FFFFFF	Four 4 MB SIMMs

Chip RAM

- Up to 2 MB via one 72-pin SIMM
- 32-bit CPU interface
- 32/16-bit Chip interface
- Page or Static Column mode
- 80 ns

The base machine will contain 1 MB of Chip RAM, and is expandable up to 2 MB on the motherboard. The first 1 MB resides on the Chip RAM SIMM, configured as 256K x 32. If 2 megabytes of Chip RAM is desired, then this SIMM must be replaced with a single 512K x 32 SIMM.

The 2 MB of Chip RAM appears at 0000000-01FFFFF. Any uninstalled Chip RAM in this 2 MB will read back as 'garbage'.

Table 6-3. Chip RAM Configurations

Total Chip RAM	Configurations
1 Megabyte	One 256K x 32/36 SIMM
2 Megabytes	One 512K x 32/36 SIMM

ROM

Sockets are provided on the motherboard for two 128K x 16 ROMs. ROM appears at 0F80000-0FFFFFF. A jumper is provided on the motherboard to adjust ROM speed.

Table 6-4. ROM Jumper Settings

J0	CPU Cycles	Tacc
0	5	160 ns
1	6	200 ns

Since the same FAT GARY chip as in the A3000 is being used, some external logic was required to provide the required functionality. Since FAT GARY terminates ROM accesses with *STERM, an external PAL is required to convert this to synchronous *DSACKs for use with a 68020.

Writes to the ROM address range will cause a bus timeout to occur.

Real Time Clock

- Ricoh RTC with 26 x 4-bit battery backed RAM
- The A4000 uses the same Ricoh RTC as in the A3000

Floppy Disks

- One internal floppy drive standard (2 speed, high density, 1.7 MB)
- Up to two internal floppy drives (DF0: and DF1:)
- Up to two external floppy drives (DF2: and DF3:)

A single 1.7 MB internal floppy disk comes installed in the machine. The circuitry on the motherboard can support two internal drives. The standard disk is installed in the topmost drive bay, and uses the front bezel as its faceplate (32 mm or 25 mm). A second drive can be added in either of the lower two bays. Drives in these two bays require their own bezels. Also, the lowest bay is limited to a 25 mm drive only.

External drives (DF2: and DF3:) must be installed via the 23-pin external connector. A jumper is provided on the motherboard to redirect DF0: out the external connector. The first external drive would then be DF0:, and the second external drive would be DF3:.

The internal floppy connector is wired such that DF0: is connected before the twist in the floppy cable wire. DF1: would be after the twist.

Hard Disk

- Built in 16-bit IDE interface (internal connections only)
- Two drive support

An internal 40-pin connector is provided for the addition of up to two 16-bit AT IDE compatible hard disk drives.

Hard drives can be installed in two places. A single slim line (low profile) hard disk can be mounted in the lower bay of the bracket in the front of the machine (below the floppy). In addition, a single half height, or two low profile hard disks can be installed alongside the power supply in the back of the machine.

The IDE (AT) hard drive requires two mutually exclusive chip selects. Refer to the following tables for address range in which each is active. The state machine shown in Figure 6-2 is used for IDE accesses. Note that consecutive accesses cannot be performed nearly as fast as a single access. This would suggest that the optimum algorithm for access of IDE data would consist of single accesses of IDE data interleaved with single accesses of the target/source data buffer.

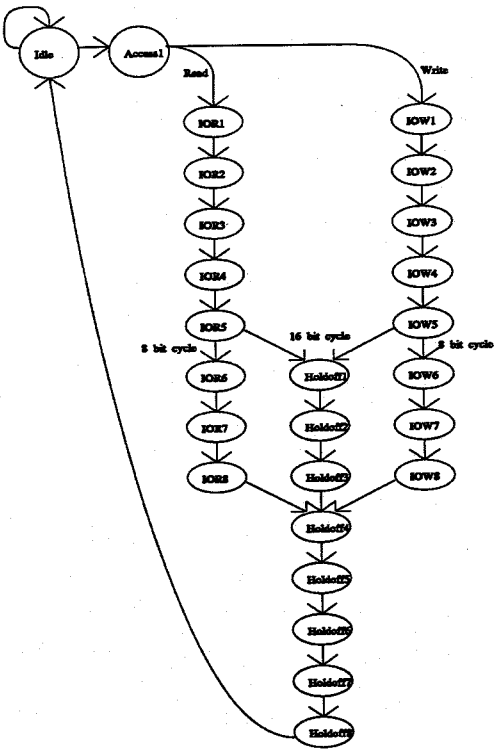


Figure 6-2. State Machine

Data register accesses can be performed faster than control register accesses. Accesses to the control registers are called "8-bit accesses" while those to the data register are called "16-bit accesses". Shown below is a table that gives addresses for all registers related to the IDE sub-system.

A13	A12	A5	A1	Address	Function
0	0	1	X	$0DD0XXX	Reserved for SCSI
0	1	1	0	$0DD1XX0	Reserved for mode register 0
0	1	1	1	$0DD1XX2	Reserved for mode register 1
1	0	1	0	$0DD2XX0	_CS1, 16-bit speed
1	0	1	1	$0DD2XX2	_CS1, 8-bit speed
1	1	1	0	$0DD3XX0	IDE interrupt register
1	1	1	1	$0DD3XX2	_CS2, 8-bit speed

Note that A5 must be high for all accesses. This is because contention with RAMSEY results if this is not done.

The A4000 supports four different timings. They represent reads and writes at 8-bit and 16-bit speeds. These timings are shown on the following pages.

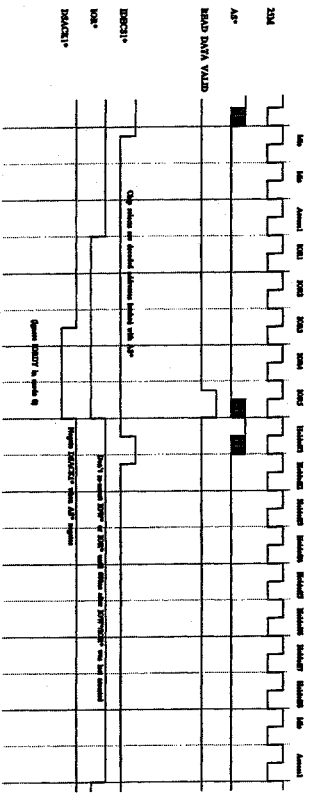


Figure 6-3. Timing Table 1

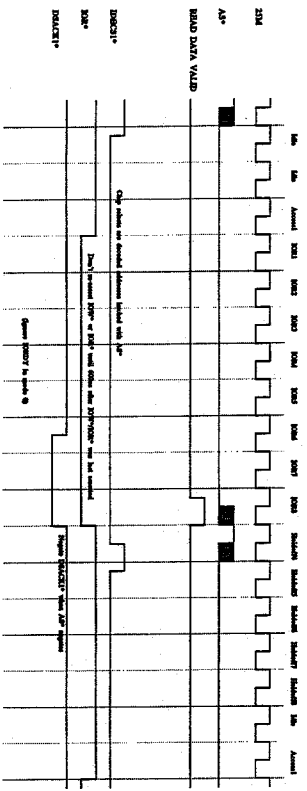


Figure 6-4. Timing Table 2

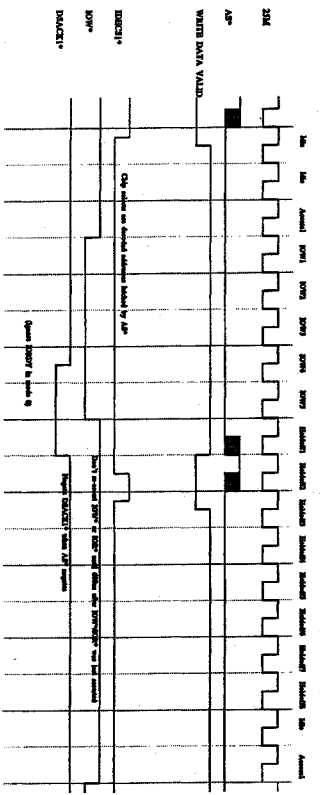


Figure 6-5. Timing Table 3

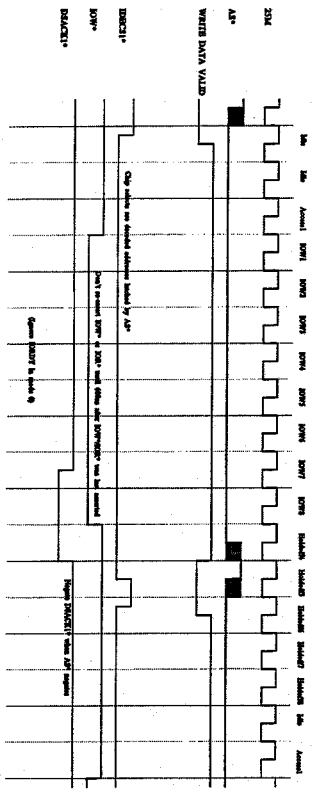

Mode 0 write, 8 bit
WRITE DATA VALID
Chip selects are decoded address latched by AS*
Don't re-assert XDS* or XDK* until after XDTACK* has been asserted
Figure XDATA is data 0
Memory XDACK(1:0)* takes AS* negates

Figure 6-6. Timing Table 4

The disk drive address lines DA0, DA1, and DA2 are connected to processor address lines A2, A3, and A4, respectively. This results in the following memory map.

A1000 Address	Addr on AT Address	Valid Data	Read Function	Write Function
$0DD1020	-	D31	None	Mode Reg0 (reserved)
$0DD1022	-	D31	None	Mode Reg1 (reserved)
$0DD3020	-	D31	IDE int reg	None
$0DD303A	3F6	8 bits	Alternate Status	Device Control
$0DD303E	3F7	8 bits	Drive address	Not used
$0DD2026	1F1	8 bits	Error Register	Features
$0DD202A	1F2	8 bits	Sector Count	Sector Count
$0DD202E	1F3	8 bits	Sector Number	Sector Number
$0DD2032	1F4	8 bits	Cylinder Low	Cylinder Low
$0DD2036	1F5	8 bits	Cylinder High	Cylinder High
$0DD203A	1F6	8 bits	Drive/Head	Drive/Head
$0DD203E	1F7	8 bits	Status	Command
$0DD2020	1F0	16 bits	Data	Data

Locations $0DD1020 and $0DD1022 are reserved for the mode registers. These are currently not implemented. When implemented, they will allow faster transfer rates from hard drives that support such rates. Part of the ID of a drive is information that allows the driver to decide which 'mode' is the fastest the drive supports. Modes are defined as follows.

Mode Reg1	Mode Reg0	Mode Type	Maximum Transfer Rate
0	0	mode 0	3.3 MB/sec
0	1	mode 1	5.2 MB/sec
1	0	mode 2	8.3 MB/sec
1	1	Undefined	Undefined

As currently implemented, only mode 0 is available.

Location $0DD3000 contains the IDE interrupt register. This register returns a value of 1 if an interrupt is pending from the IDE hard disk, and a value of 0 if an interrupt is not pending from this source. Writing to this register has no effect.

Audio

Two external RCA jacks are provided for stereo audio output (pre-amp levels). As in the A3000, right and left channels are shorted together to provide combined monoraul audio if only a single RCA plug is installed. Separate right and left stereo is provided when male RCA plugs are inserted into both of the RCA jacks.

External audio in is provided on pin 18 of the RS-232 DB25 connector. This audio is mixed into the right channel. Audio out is also provided on the DB25 connector on pin 11, which is sent from the left audio channel.

An internal connector on the PCB allows for additional Right and Left audio to be mixed in. This allows internal expansion devices (such as a DSP) to provide stereo audio as well.

Keyboard

- detachable
- full size with keypad

The same keyboard as is used with the A3000 will be used with one modification — a new connector (6-pin MINI DIN).

Expansion Slots

- four Zorro II/III expansion card slots
- video slot in line with one Zorro slot
- 200-pin processor connector

Four horizontal expansion card slots are provided. One slot (bottom) contains a 100-pin Zorro II/III compatible connector in line with the two connector video slot. The remaining three slots have both Zorro II/III and IBM AT connectors.

Video cards that were designed for the A2000 have certain limitations in this casework. In the A3000 we provided an adapter bracket that allowed boards designed for the A2000 video slot to be used in the A3000. It attached to the large flat metal bracket on the video card and allowed it to be connected to a standard expansion slot opening. In the A4000, however, there is not enough room for the old bracket to remain (it sticks out the side of the box). Consequently, the old video slot bracket must be removed from the video card, and a new 'custom' bracket installed. This bracket is custom to each video card, and must be provided by each of the separate manufacturers since the location of the mounting holes is not standard.

A 200-pin KEL connector is provided on the motherboard which provides direct access to the processor bus signals. This connector is physically and electrically compatible with the coprocessor slot of the A3000. The board area available, however, is significantly smaller.

Since no processor exists on the motherboard of the A4000, this processor slot must be occupied by a CPU card for the machine to function. However, different CPU cards can be plugged into this slot in order to alter or enhance the system (such as future processors, or coprocessors).

Memory Map

00000000-001FFFFF	2 MB	Chip RAM (ROM at 0F80000 gets mapped to 0000000-0FFFFFF during overlay)
00200000-009FFFFF	8 MB	Zorro II expansion space
00A00000-00BFFFFF	1.5 MB	Zorro II expansion space
00B80000-00BFCFFF	448 KB	not used
00BFD000-00BFDFFF	4 KB	CIA #1
00BFE000-00BFEFFF	4 KB	CIA #0
00BFF000-00BFFFFF	4 KB	
00C00000-00CFFFFF	1 MB	Chip register shadow
00D00000-00D9FFFF	640 KB	unused
00DA0000-00DAFFFF	64 KB	
00DB0000-00DBFFFF	64 KB	unused
00DC0000-00DCFFFF	64 KB	Real-time clock
00DD0000-00DD0FFF	4 KB	reserved (SCSI)
00DD1000-00DD3FFF	12 KB	IDE registers

00DD4000-00DDFFFF	48 KB	unused
00DE0000-00DE7FFF	32 KB	RAMSEY/GARY registers (supervisor space)
00DE8000-00DEFFFF	32 KB	unused
00DF0000-00DF7FFF	32 KB	unused
00DF8000-00DFBFFF	16 KB	Auxiliary interrupt control
00DFC000-00DFFFFF	16 KB	Chip registers
00E00000-00E7FFFF	512 KB	reserved (System ROM expansion)
00E80000-00E8FFFF	64 KB	Zorro II autoconfig space
00E90000-00EFFFFF	512 KB	Zorro II I/O space
00F00000-00F7FFFF	512 KB	Cartridge space
00F80000-00FFFFFF	512 KB	System ROM
01000000-017FFFFF	8 MB	reserved (Chip RAM expansion)
01800000-06FFFFFF	88 MB	reserved (motherboard Fast RAM expansion)
07000000-07FFFFFF	16 MB	motherboard Fast RAM
08000000-0FFFFFFF	128 MB	coprocessor slot expansion
10000000-7FFFFFFF	(~2 GB)	Zorro III expansion space
80000000-FEFFFFFF	(~2 GB)	reserved
FF000000-FF00FFFF	64 KB	Zorro III autoconfig space
FF010000-FFFFFFFF		reserved

Casework

Basically, the casework is the same as the desktop PC compatibles. A different front bezel with a single molded floppy 'face' is required. Also, the internal floppy bracket is unique to properly line up the floppy with the new bezel.

Table 6-5. External Port Connections

External floppy	DB23M	rear
Parallel port	DB25F	rear (stacked)
Serial port	DB25M	rear (stacked)
Video	DB23F	rear
Keyboard	6-pin mini DIN	rear
Mouse/joysticks	two DB9	side (unstacked)
R/L audio	two RCA jacks	rear (unstacked)
Option plate	screw in plate	rear

Power Supply

A custom power supply is needed to meet the shape requirements of the case. The power supply requirements are as follows:

- +5 20.0 amps
- +12 4.0 amps (8A surge)
- -12 600 milliamps

The -12 capacity has been increased from the original PC specification (up from 300 to 600 mA) so that -5 (up to 200 mA) can be created on the motherboard with a -5 volt regulator.

The power supply will shut down if significantly more than the rated current is drawn from any of the voltages. Therefore, user voltages available at some of the external connectors are protected. However, since more than 8 amps is available from the power supply for +5, the +5 available at external connectors is current limited by a polyswitch 'fuse'. The polyswitches act like circuit breakers that open up when their maximum rating is exceeded. When the load is removed, they will automatically reset (after cooling off, which may take 30 seconds or more).

The 50/60 Hz TICK signal used in past Amigas has been generated in the power supply. However, the PC power supply does not have this capability. Therefore, the 8520 counter is connected to the Vertical Sync signal (as was done in the A500).

Refer to Power Supply specification 391173.

ASICs

BRIDGETTE

This is a new Gate Array which replaces the following TTL chips:

- Six 74F646s
- Four 74F245s

This results in reduced cost (~$10.00), reduced real estate and easier routing. BRIDGETTE can be used unchanged for the A3000 and other ECS/AA designs.

BRIDGETTE was done with NCR's technology and processing. This was necessary for two reasons — pin count and speed.

See *BRIDGETTE Chip Specification* on page 6-16.

FAT RAMSEY

RAMSEY is the Fast RAM controller that was designed for the A3000. It can be used for the A4000 with the addition of the following:

- One 16R4-10: *STERM to *DSACK conversion

See *RAMSEY Chip Specification* on page 6-29.

BUSTER

BUSTER can be used in the same fashion as in the A3000, and does not require any additional logic. See *BUSTER Chip Specification* on page 6-43.

FAT GARY

FAT GARY is a large 'glue' chip designed for the A3000 which performs a variety of tasks. It can be used in the A4000 with the addition of the following:

- One 6R4-10: *STERM to *DSACK conversion

See *FAT GARY Chip Specification* on page 6-45.

BRIDGETTE Chip Specification

Description

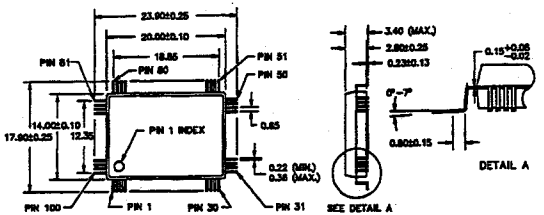
BRIDGETTE is a custom gate array IC designed for use in a wide range of Amiga computers. It implements data path routing and buffering necessary in any 68020/68030/68040 Amiga, as well as 68000 based Amigas with the AA chip set. The BRIDGETTE IC is a direct plug-in replacement for the data path buffers in the A3000. BRIDGETTE is packaged in a 100-pin Plastic Quad Flat Pack (PQFP) and provides the following functions:

- Data path (including latching) between the processor bus and chip bus
- Data path (including latching) between the processor bus and the expansion bus
- Bridging of the chip bus

Use of BRIDGETTE in a system represents a significant cost reduction over using separate TTL parts, as well as a reduction of real estate and routing complexity.

Configuration

The device shall be configured as a standard 100-pin Plastic Quad Flat Pack (PQFP) with external dimensions as shown in Figure 6-7.



NOTES:
1. ALL DIMENSIONS ARE SHOWN IN MILLIMETERS.
2. UNLESS OTHERWISE SPECIFIED, ALL DIMENSIONS ARE NOMINAL.
3. WHEN CONVERTING FROM MILLIMETERS TO INCHES, 4 SIGNIFICANT DIGITS TO THE RIGHT OF THE DECIMAL POINT ARE NECESSARY.

Figure 6-7. Package Dimensions

Sources

Refer to *Approved Vendor List* on page 6-58.

Applicable Documents

Commodore Engineering Policy 1.02.007	Integrated Circuit Qualification Procedure
Commodore Engineering Policy 1.02.008	Integrated Circuit Process Test Specification

Pin Descriptions

Group	Name	Dir	Description
Common	PD0-PD31	Bi	Processor data bus.
	CD0-CD31	Bi	Custom chip data bus.
	XD0-XD15	Bi	Expansion bus data bus.
Chip Bridge	CBR	Input	Signal that enables bridging of CD0-CD15 and CD16-CD31.
	CBR_DIR	Input	Determines direction that chip data bus bridge is pointing. When this signal is high, data travels from CD16-CD31 to CD0-CD15. When low, data travels from CD0-CD15 to CD16-CD31.
PD to XD	_XOEL	Input	Output enable the path between PD0-PD15 and XD0-XD15.
	_XOEH	Input	Output enable for the path between PD16-PD31 and XD0-XD15.
	XDIR	Input	Direction control for the data path between PD and XD. When low, data travels from XD to PD. When high, data travels from PD to XD.
	XSTORED	Input	When the latch/buffer between PD16-PD31 and XD0-XD15 is set up so that data is travelling from XD to PD (XDIR low), this signal selects whether stored or real-time data is output on PD16-PD31. If XSTORED is low, real-time data is output. If high, stored data is output.
	XCLK	Input	On the rising edge of XCLK, data on XD0-XD15 is clocked in, for possible later output on PD16-PD31, as described above.
CD to PD	CDIR	Input	Direction control for the buffer/latch between the chip bus and processor bus. When low, data travels from the processor bus to the chip bus. When high, data travels from the chip bus to the processor bus.
	_COE	Input	Output enable for the path between the chip bus and the processor bus. If these buffers are pointing towards the CD bus, outputs are only enabled on the word of CD which the chip bridge is not pointing to, if the chip bridge buffer is enabled. If these buffers are pointing towards the PD bus, outputs are only enabled on the word of PD which a processor bridge is not pointing to, if any processor bridge buffers are enabled.
	_CLATCH	Input	This signal determines whether the data that the processor bus sees is real-time or latched chip bus data. If this signal is high, the data is real-time, if low the data is latched.

DC Characteristics

All specifications below are met over temperatures from 0 to 70° C, and supply voltages of 4.5 to 5.5 volts.

Pins	Parameter	Limits		Units
		MIN	MAX	
All but _XOEH	VIH	2.0		V
All but _XOEH	VIL	0.8		V
_XOEH	VIH (VCC = 4.5V)	3.15		V
_XOEH	VIH (VCC = 5.5V)	3.85		V
_XOEH	VIL (VCC = 4.5V)		1.35	V
_XOEH	VIL (VCC = 5.5V)		1.65	V
XD0-XD15	IOL (V = 0.5 max)	16		mA
XD0-XD15	IOH (V = 2.5 min)	16		mA
CD0-CD31	IOL (V = 0.5 max)	4		mA
CD0-CD31	IOH (V = 2.5 min)	4		mA
PD0-PD31	IOL (V = 0.5 max)	4		mA
PD0-PD31	IOH (V = 2.5 min)	4		mA
XD0-XD15	Load capacitance	100		pF
CD0-CD31	Load capacitance	50		pF
PD0-PD31	Load capacitance	50		pF

Data Paths

BRIDGETTE functionally emulates the TTL circuit displayed in Figure 6-8.

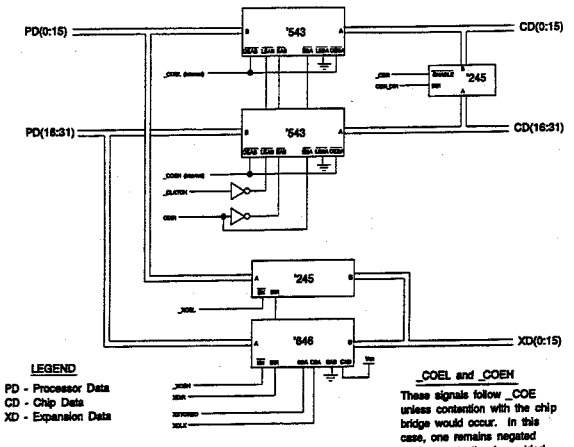


Figure 6-8. TTL Circuit

Chip Bridge Path

Data path

The data path referred to as "the chip bridge path" is shown in Figure 6-9.

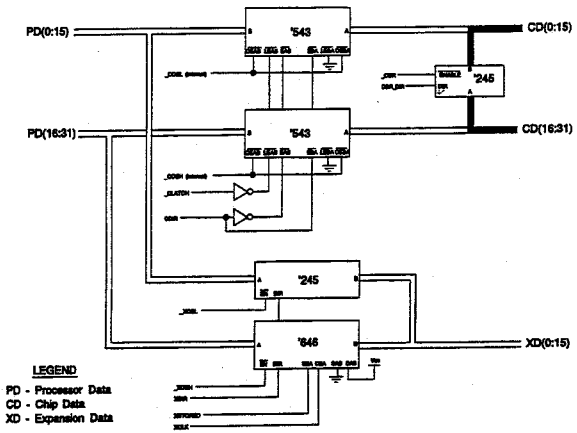


Figure 6-9. The Chip Bridge Path

Truth Table

The truth table for the chip bridge path is shown below.

Inputs		Output
_CBR	CBR_DIR	
L	L	CD(0:15) to CD(16:31)
L	H	CD(16:31) to CD(0:15)
H	X	High Z State

Timing

Timing specifications for this path are shown below. In all cases, timings shown are worst case, over full rated temperature and voltage.

Propagation delay, CD(16:31) to CD(0:15) or CD(0:15) to CD(16:31)	13.1 ns max
Output enable time, _CBR to data valid	17.4 ns max
Output disable time, _CBR to data high Z	9.4 ns max
Direction change time, CBR_DIR to data valid	17.8 ns max

Processor to Chip Data Path

Data Path

There are two paths included in this section. Most cases refer to the path displayed in Figure 6-10.

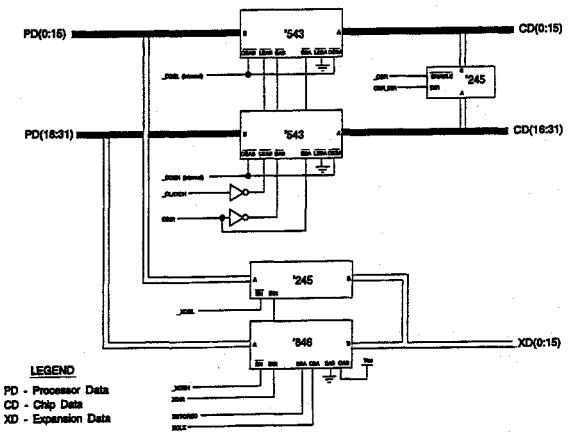


Figure 6-10. Data Path 1

The two cases shown in the second truth table where CDIR, _COE, and _CBR are low refer to the path displayed in Figure 6-11.

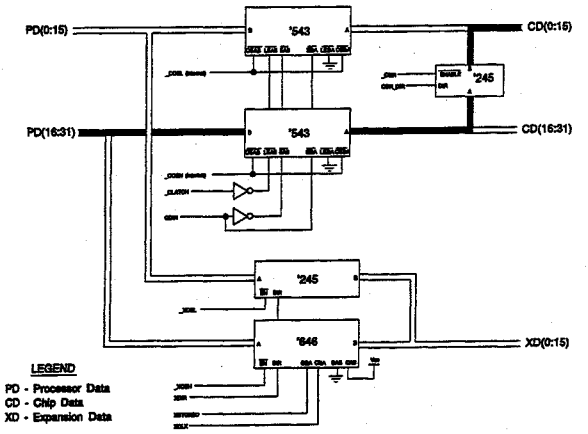


Figure 6-11. Data Path 2

Truth Tables

The truth tables for the processor to chip data path are shown below.

Inputs			Latch Status	Output Buffers
CDIR	_CLATCH	_COE	CD to PD	PD(0:31)
L	X	X	Storing	High Z
X	L		Storing	–
X		H	–	High Z
H	H	L	Transparent	Current CD inputs
H	L	L	Storing	Previous CD inputs

Inputs				Output Buffers	
CDIR	_COE	CBR	CBR_DIR	CD(0:15)	CD(16:31)
H	X	X	X	High Z	High Z
X	H	X	X	High Z	High Z
L	L	H	X	PD(0:15)	PD(16:31)
L	L	L	H	PD(16:31)	PD(16:31)
L	L	L	L	PD(0:15)	PD(0:15)

Timing

Timing specifications for this path are shown below. In all cases, timings shown are worst case, over full rated temperature and voltage.

Propagation delay, transparent mode, CD0-CD31 to PD0-PD31	15.6 ns max
Propagation delay, transparent mode, PD0-PD31 to CD0-CD31	13.2 ns max
Propagation delay, CD0-CD15 to PD16-PD31	26.3 ns max
Propagation delay, PD16-PD31 to CD0-CD15	28.7 ns max
Output enable time, _COE to data valid	17.4 ns max
Output disable time, _COE to data high Z	9.4 ns max
Setup time, CD to _CLATCH low	0 ns min
Hold time, _CLATCH low to data changing	3 ns min

Upper Processor Data to Expansion Data Path

Data Path

The data path referred to as the "upper processor data to expansion data path" is shown in Figure 6-12.

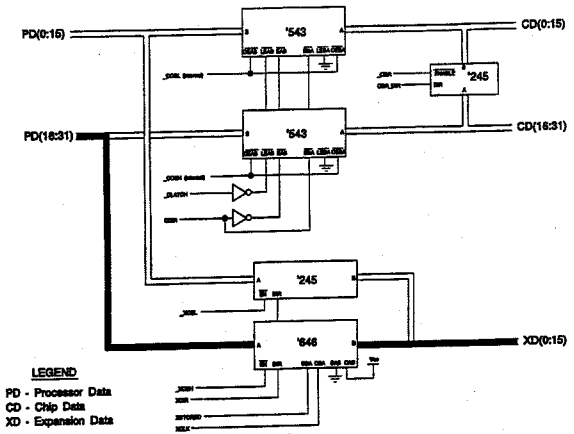


Figure 6-12. Upper Processor Data to Expansion Data Path

Truth Table

The truth table for this data path is shown below.

Inputs				Data I/O		Operation or Function
_XOEH	XDIR	_XCLK	XSTORED	PD(16:31)	XD(0:15)	
H	X	H or L	X	Input	Input	Isolation
H	X	Rising	X	Input	Input	Store XD
L	L	X	L	Output	Input	Real-time XD to PD
L	L	X	H	Output	Input	Stored XD to PD
L	H	X	X	Input	Output	Real-time PD to XD

Timing

Timing specifications for this path are shown below. In all cases, timings shown are worst case, over full rated temperature and voltage.

Propagation delay, PD to XD	11.4 ns max
Propagation delay, XD to PD	13.6 ns max
Output enable time, _XOEH to PD data valid	17.1 ns max
Output enable time, _XOEH to XD data valid	10.3 ns max
Output disable time, _XOEH to PD data high Z	5.8 ns max
Output disable time, _XOEH to XD data high Z	8.9 ns max
Data direction time, XDIR falling to PD data valid	19.1 ns max
Data direction time, XDIR rising to XD data valid	22.6 ns max
Setup time, XD to XCLK rising	0 ns min
Hold time, XCLK rising to data changing	2 ns min

Lower Processor Data to Expansion Data Path

Data Path

The data path referred to as "the lower processor data to expansion data path" is shown in Figure 6-13.

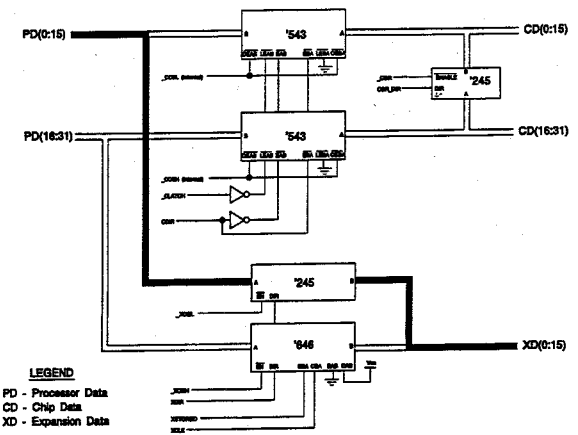


Figure 6-13. The Lower Processor Data to Expansion Data Path

Truth Table

The truth table for the lower processor data to expansion data path is shown below.

Inputs		Output
XOEL	XDIR	
L	L	XD(0:15) to PD(0:15)
L	H	PD(0:15) to XD(0:15)
H	X	High Z State

Timing

Timing specifications for this path are shown below. In all cases, timings shown are worst case, over full rated temperature and voltage.

Propagation delay, XD(0:15) to PD(0:15)	13.4 ns max
Propagation delay, PD(0:15) to XD(0:15)	11.4 ns max
Output enable time, _XOEL to XD data valid	13.4 ns max
Output enable time, _XOEL to PD data valid	18.1 ns max
Output disable time, _XOEL to XD data high Z	9.0 ns max
Output disable time, _XOEL to PD data high Z	10.4 ns max
Direction change time, XDIR falling to PD data valid	21.8 ns max
Direction change time, XDIR rising to XD data valid	22.6 ns max

Physical Requirements

Marking

Parts shall be marked with Manufacturer's Part Number, Manufacturer's Identification, and EIA Date Code.

Packaging

The interconnected logic circuitry shall be contained in a 100-pin PQFP plastic package with exterior dimensions per Figure 6-7.

Environmental Requirements

Units furnished to the requirements of this specification shall meet the following environmental resistance requirements (vendors shall furnish supporting documentation upon request).

Operating Temperature	0 to 70° C
Operating Humidity	5 to 95% RH non-condensing
Operating Altitude	0 to 3000 meters
Storage Temperature	- 20 to + 85° C
Storage Humidity	5 to 95% RH non-condensing
Storage Altitude	0 to 15,000 meters

Process Qualification Tests

Integrated circuits supplied to the requirements of this specification shall meet the requirements of Engineering Policy No. 1.02.008. Supporting documentation shall be supplied by vendor upon request.

Environmental Test Conditions

Devices shall comply with the following environmental resistance tests per Commodore Engineering Policy 1.02.007.

1. Temperature/humidity (85° C and 95% RH non-condensing) for 168 hours
2. Operating life (1000 hours at 70° C ambient temperature)
3. Solderability per MIL-STD-883, Method 2003
4. Pressure cooker (15 psig, 120° C, and 100% RH for 24 hours)
5. Solvent resistance per MIL-STD-883, Method 2015, using water and trichloroethane
6. Solder temperature resistance (250° C for five seconds)
7. ESD requirement MIL-STD 1686 Group 3

Note: Devices shall meet this specification's operating performance requirements after the above tests are completed.

Minimum Acceptance Level

The minimum acceptance level of any lot shall be an AQL of 0.65 as defined by MIL-STD 105 single sampling techniques.

Age of Devices

Unit shall be rejected if EIA Date Code indicates an age of three (3) or more years.

RAMSEY Chip Specification

Description

This specification describes the requirements for an integrated circuit which is a custom gate array designed to function mainly as a dynamic RAM controller. The device, called RAMSEY, allows the 68030 chip to interface with up to 16 megabytes of system DRAM. RAMSEY also contains logic associated with the DMAC controller (super DMAC).

Some of the key features of RAMSEY are:

- Four megabytes of memory using 32 standard 256K x 4 DRAMs (80 ns)
- Sixteen megabytes of memory using 32 standard 1M x 4 DRAMs (80 ns)
- Support of 68030 burst mode (requires 80 ns static column DRAMs)
- Page mode RAM access (requires 80 ns static column DRAMs)
- Automatic CAS-before-RAS refreshing of DRAMs
- Multiplexing of addresses

Configuration

The device shall be configured as a standard 84-pin PLCC. Refer to Figure 6-14 for pin configuration. Refer to Figures 6-15 through 6-20 for timing diagrams.

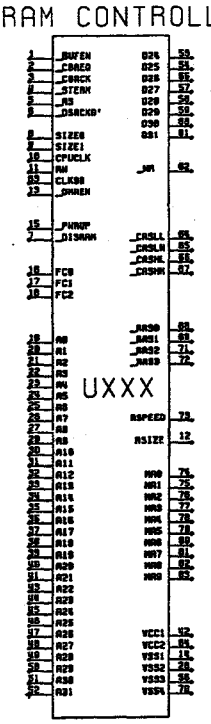


Figure 6-14. Pin Configuration

Sources

Refer to *Approved Vendors List* on page 6-58.

Pin Description

Name	Dir	Description
D24-D31	Bi	Data signals from/to 68030.
A0-A31	Bi	Address inputs from 68030. Become outputs when *DMAEN is valid.
FC0-FC2	Bi	Function code inputs from 68030. Outputs when *DMAEN is valid.
RW	Bi	Read/write input from 68030. Output when *DMAEN is valid.
SIZE0,1	Bi	Function code inputs from 68030. Outputs when *DMAEN is valid.
*AS	Input	Address strobe input.
CBREQ	Input	Cache burst request from 68030.
*CBACK	Output	Cache burst acknowledge. Tri-state output that is turned on when the RAM address space is decoded.
*STERM	Bi	Synchronous termination. Output during RAM access. Input when *DMAEN is valid. Tri-state output that is turned on when the RAM address space is decoded.
*PWRUP	Input	Powerup input. When valid, the internal register is restored to its default values.
*DISRAM	Input	Disable RAM. When valid, internal decoding of the RAM address space is disabled.
*DMAEN	Input	DMA enable. Input from onboard DMAC indicating that it is now the bus master.
*DSACK0	Bi	Data size and acknowledge (bit 0) output to 68030 (open collector). Input when *DMAEN is valid.
CPUCLK	Input	System clock.
CLK90	Input	System clock delayed 90 degrees.
*BUFEN	Output	Buffer enable. Output enable signal for 74F245s which tie the local RAM data bus to the system's data bus.
*WR	Output	Write signal to the DRAMs.
*CASxx	Output	Column address strobes to the RAMs.
*RASx	Output	Row address strobes to the RAMs.
RSPEED	Input	RAM speed. When high, the RAM controller assumes a 25 MHz system. If low, assumes 16 MHz operation.
RSIZE	Input	RAM size. If low, assumes the RAMs are 256K x 4. If high, assumes they are 1M x 4.
MA0-MA9	Output	Multiplexed address bits to DRAMs.

Note For -07 only, the following pins have a TTL Vih min. of 2.4. These values supersede documents dated before March 17, 1992.

Signal Name	Pin	Signal Name	Pin
DISRAM_I_	7	RSIZE_I	12
SIZE1	9	OWN_	13
CPUCLK_I	10	CLK90_I	63
RW_1	11	SPEED	73

Operation

RAMSEY Control Register

There is a single 8-bit register internal to RAMSEY which can be used to change its mode of operation. This register is readable and writable. It is located at $00DE0003 of the supervisor data space. Data written into the register does not take effect until the next refresh occurs. Consequently, if you write a value to the register you will have to wait out the refresh interval before the value can be read back. Each of these bits has a default value that it is set to when the *PWRUP bit is low.

bit 0	Page Mode	When high, page mode is enabled (default=0).
bit 1	Burst Mode	When high, RAMSEY will respond to the *CBREQ input and do burst cycles (default=0).
bit 2	Wrap	If high, all 4 longwords of a burst will be allowed to take place. If Wrap is disabled, then the burst will only continue while A3,A2 are increasing. Bursts will not be allowed to wrap to A3,A2=00 (default=0).
bit 3	RAMsize	If low, then RAM is 1 megabit (256K x 4 or 1M x 1). If high, then RAM is 4 megabit (1M x 4). The default value is determined by the RSIZE input.
bit 4	RAMwidth	For -04 only, if low, then RAM is 1 bit wide (1M x 1). If high, then RAM is 4 bits wide (256K x 4 or 1M x 4) (default=1).
bit 4	Skip	For -07 only, if set high, then RAM is accessed in 4 clocks, instead of 5 (25 MHz). S11 in timing diagrams is omitted. This requires VERY fast DRAMs (default = 0).
bit 5,6	Refresh Rate	The refresh counter uses the CPUCLK to count out refresh times. The number of clocks between refreshes is determined by the following table:

		Refresh Interval (μsecs)	
Bit 6,5	# of Clocks	16 MHz	25 MHz
00	154	9.24	6.16
01	238	14.28	9.52
10	380	22.8	15.2
11	oo	(refresh turned off)	

Since 512 refreshes must be done in 8 msecs, the interval between refreshes must be less than 15.625 μsecs. During page mode, RAS can only be low for 10 μsecs at a time, so the refresh rate should be set to less than 10 μsecs when page mode is enabled. The default values are determined by the RSPEED input. If RSPEED is low, then the default value for bits 6,5=00. If RSPEED is high, then the default for bits 6,5=01.

bit 7 TEST This bit is used for testing only.

Version Register

There is a read only register at $00DE0043 that contains the version number of the RAMSEY chip.

-04 (12D) RAMSEY returns a version number of $0D.

-07 (12G) RAMSEY returns a version number of $0F.

RAM Memory Map

$07C00000 - $07CFFFFF RAS0
$07D00000 - $07DFFFFF RAS1
$07E00000 - $07EFFFFF RAS2
$07F00000 - $07FFFFFF RAS3
RSIZE=0, RAMWIDTH=1

$07000000 - $073FFFFF RAS0
$07400000 - $077FFFFF RAS1
$07800000 - $07BFFFFF RAS2
$07C00000 - $07FFFFFF RAS3
RSIZE=1, RAMWIDTH=1

$07C00000 - $07FFFFFF RAS0
RSIZE=0, RAMWIDTH=0

RAM Controller Description

RAMSEY is designed to work at two system speeds: 16.67 MHz and 25 MHz. The RSPEED input tells RAMSEY which speed the system is using.

In an effort to improve overall system performance, RAMSEY has several different modes of operation. The two basic modes of operation are referred to as standard and page. Both standard and page modes can be run with or without burst mode, and burst mode can be done with or without burst wrap enabled.

Standard Mode

In this type of operation both page mode and burst mode are disabled. This mode requires standard 80 ns page mode DRAMs. Access to the RAMs always takes five cycles at 25 MHz and four cycles at 16 MHz.

Page Mode

This mode requires 80 ns static column mode DRAMs. When the RAM is accessed, RAS is held low after the cycle completes. This leaves the current RAM 'page' open. While RAS is low, the RAM behaves like a static RAM. Any data within the current page can be accessed by changing the column addresses only. Since the column access time (t_{AA}) is much less than the RAS access time (t_{RAC}), subsequent access to this page of data can be done faster. As long as RAS is held low (10 μsecs max) RAMSEY will allow the CPU to access RAM on this page in only three cycles (16 and 25 MHz).

Comparators inside RAMSEY monitor the ROW address of RAM accesses. If a page is currently open and the ROW address matches (page hit), the RAM can be read in three cycles. If the comparators detect that the data being requested is on a different page (page miss), then RAS must be cycled high and low again, opening up a new page in RAM. Since RAS must be cycled high when a page miss occurs, RAM access takes longer (seven cycles at 25 MHz, five at 16 MHz).

There is some difference in how page mode is done at 16 MHz versus 25 MHz. At 25 MHz, the page comparator only detects page misses when *AS is low and RAM is being accessed. Therefore, when a page is opened (RAS held low), it will remain open until the next refresh occurs, or a page miss is detected. At 16 MHz, however, the page comparator will detect a page miss while *AS is high. Therefore, at 16 MHz a page will only stay open as long as consecutive bus cycles access RAM in this page (or a refresh occurs). At 25 MHz the page will remain open even if bus cycles in between accesses to the currently opened page occur (such as chip memory, CIAs, etc.). This is done so that page misses at 16 MHz will only take five cycles — addresses are valid 1/2 cycle before *AS (30 ns). If it waited until *AS was valid before detecting a page miss, the RAS precharge requirement (t_{RP}) could not be met in 5 cycles.

Burst Mode

This mode requires 80 ns static column DRAMs. In this mode, RAMSEY will respond to the *CBREQ input from the 68030 and allow burst access to RAM. Burst cycles take two clocks each.

Burst Wrapping

The WRAP bit in the RAMSEY control register is associated with burst mode. The 68030 will always request four longword values during a burst sequence. However, if the initial longword is not aligned on a quad longword (A3,A2 not equal to 0,0), the 68030 will read in data which is behind the first data it asked for. Since it is less likely that this data will be used, the WRAP control bit allows you to prevent the 68030 from doing this. If WRAP is low, then the burst will stop after the data with A3,A2 = 1,1 is accessed. If WRAP is high, then all four longwords will be burst.

Since burst and page modes require the use of static column DRAMs, the system must have some means of determining which type of RAMs it contains. If page or burst modes are turned on 'blindly', the machine could crash. Each 1 megabyte bank of Fast memory must be checked. The proper method of checking for static column DRAMs is the following:

1. Disable all interrupts.
2. Turn page mode on by setting the bit in the RAMSEY control register (read it back until the bit takes effect).
3. Write $5AC35AC3, $AC35AC35, $C35AC35A, $35AC35AC to four consecutive longwords in the same page (to be in the same page, A11-A31 must be the same for all four longwords).
4. Turn page mode off by resetting the bit in RAMSEY (wait for it to take effect).

5. Compare the four longword values with what they were written with. If they are correct, then this bank of RAM has all static column DRAMs.
6. Repeat steps 2 through 5 for each 1 MB bank of Fast memory.
7. Re-enable interrupts.

The code that executes this test **must not** be in Fast RAM. Any access to Fast RAM with page mode turned on could cause corruption if any of the RAMs are not static column type. Also, since a refresh cycle will close the page, writes to the four longwords of RAM **must** be less than 10 μsecs apart.

DMAC Support

RAMSEY contains the address counters used during DMA via the onboard contoller. When *DMAEN becomes low, the address lines become outputs and provide the DMA addresses. The DMA address is incremented on the rising edge of *AS whenever *DMAEN is low. Since DMA to both 32 and 16-bit ports is supported, RAMSEY must monitor how the cycle was terminated so that it can increment the address counter by the appropriate amount. If *STERM transitioned low sometime during the cycle, then the port was 32 bits wide and the address is incremented by four. If *DSACK0 transitions during the DMA bus cycle, then the port was also 32 bits wide (*DSACK0 and *DSACK1 are both set low to terminate an asynchronous 32-bit transfer). If neither signal is seen to transition, then it can be assumed that the cycle was terminated by *DSACK1, indicating that the port was 16 bits wide, and the address is incremented by two.

The address counters are preset before DMA is done by writing to the 32-bit register at location $00DD000C (this register is readable as well). The counter can only be preset to a longword-aligned boundary (bits 1 and 0 are always written as 0,0).

-04 The counter can only be preset to an even longword boundary (bits 1 and 0 are always written as 0,0).

-07 The counter can only be preset to an even word boundary (bit 0 is always written as 0). If A1 is high when a cycle terminates, the address is always incremented by 2 regardless of how the cycle terminates.

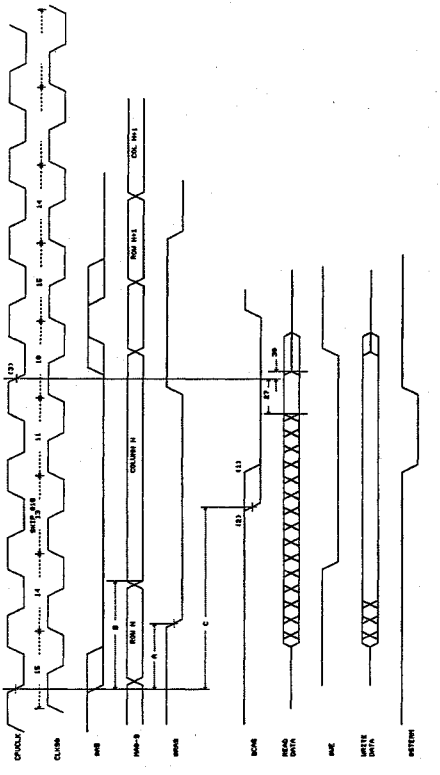
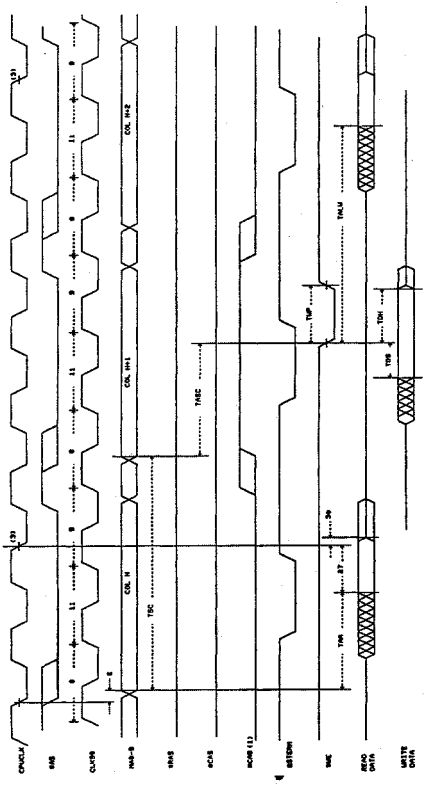


Figure 6-15. Standard RAM Access Timing Diagram (Page Mode Off)


CPUCLK
RAS
CLK90
RA0-8
ROW H
COL W
COL H+1
COL H+2
TRSC
TASC
RCAS
RCAS (1)
WSTCH
WE
TWR
TDW
TWCH
TDH
TWCH
READ DATA
WRITE DATA
T1
T2
T3
T4
T5
T6
T7
T8
T9
T10
T11
T12
T13
T14
T15
T16
T17
T18
T19
T20
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T22
T23
T24
T25
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T39
T40

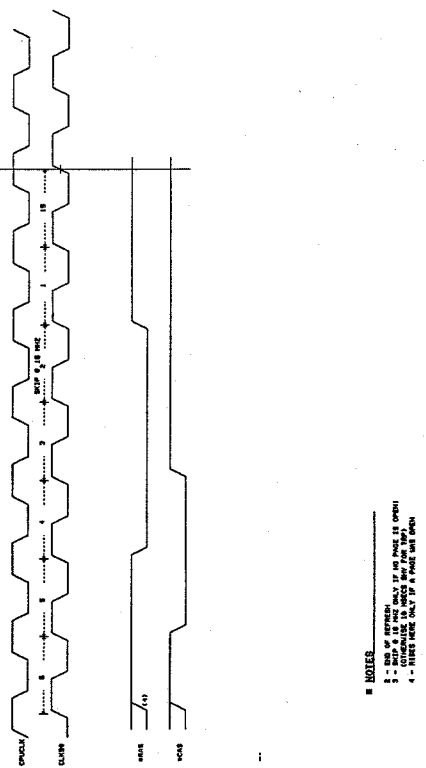

CPUCLK
CLKIN
RAS
CAS
NOTES
1 - END OF REFRESH
2 - SKIP 8 LSB PHI2 ONLY IF NO PAGE IS OPEN!
3 - LSB PHI2 HERE ONLY IF A PAGE WAS OPEN
4 - RISES HERE ONLY IF A PAGE WAS OPEN

Figure 6-17. Refresh Timing Diagram

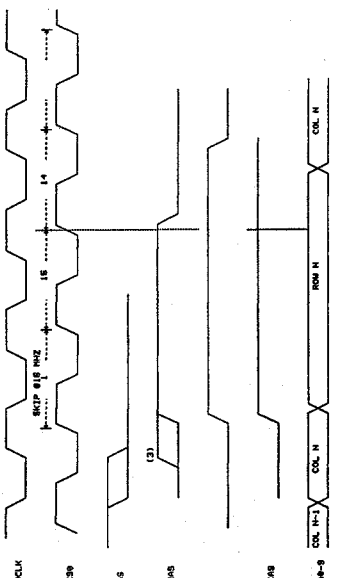


Figure 6-18. Timing Diagram for Closing a Page

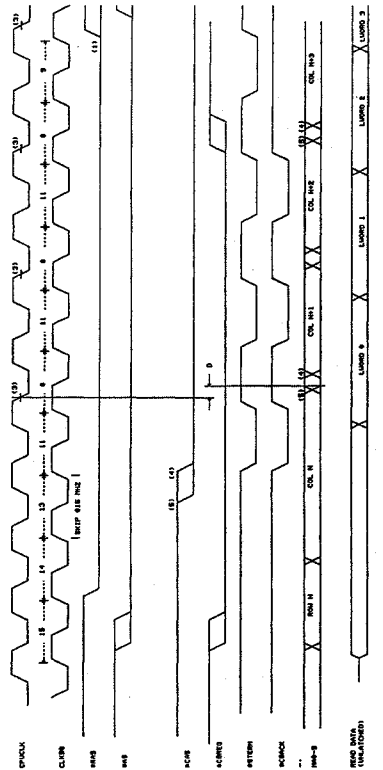


Figure 6-19. Burst Read Timing Diagram (No Page Was Open or Was Just Closed)

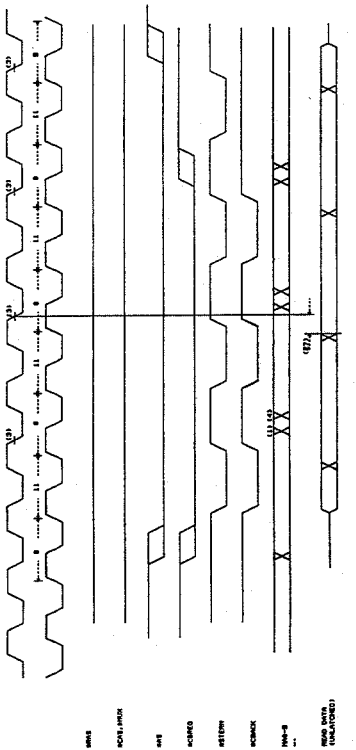


Figure 6-20. Burst Read (Page Hit)

Process Qualification Tests

Integrated circuits supplied to the requirements of this specification shall meet the requirements of Engineering Policy No. 1.02.008. Supporting documentation shall be supplied by vendor upon request.

Environmental Test Conditions

Devices shall comply with the following environmental resistance tests per Commodore Engineering Policy 1.02.007.

1. Temperature/humidity (85° C and 85% RH non-condensing) for 168 hours
2. Operating life (1000 hours at 70° C ambient temperature)
3. Solderability per MIL-STD-883, Method 2003
4. Pressure cooker (15 psig, 120° C, and 100% RH for 24 hours)
5. Solvent resistance per MIL-STD-883, Method 2015, using water and trichloroethane
6. Solder temperature resistance (250° C for five seconds)

Note Devices shall meet this specification's operating performance requirements after the above tests are completed.

Minimum Acceptance Level

The minimum acceptance level of any lot shall be an AQL of 0.65 as defined by MIL-STD 105 single sampling techniques.

Age Of Devices

Unit shall be rejected if EIA Date Code indicates an age of three (3) or more years.

Markings

Devices shall be marked with Commodore part number and copyright notice (© CBM 1989/90) and vendor part number (50012).

BUSTER Chip Specification

Description

This specification describes the requirements for an integrated circuit which is a bus controller gate array.

Configuration

The device shall be configured as a standard 84-pin Plastic Leaded Chip Carrier with external dimensions as shown in Figure 6-21. Refer to Figure 6-22 for connection diagram.

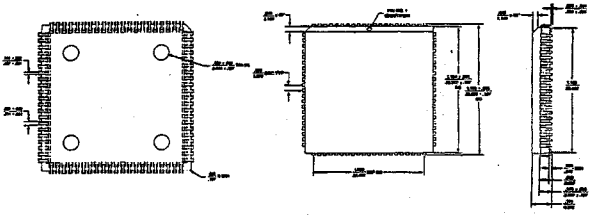


Figure 6-21. External Dimensions

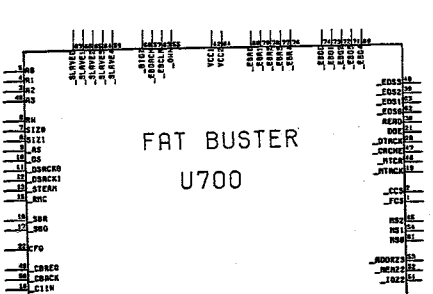


Figure 6-22. Connection Diagram

Sources

Refer to *Approved Vendor List* on page 6-58.

Process Qualification Tests

Integrated circuits supplied to the requirements of this specification shall meet the requirements of Engineering Policy No. 1.02.008. Supporting documentation shall be supplied by vendor upon request.

Environmental Test Conditions

Devices shall comply with the following environmental resistance tests per Commodore Engineering Policy 1.02.007.

1. Temperature/humidity (85° C and 85% RH non-condensing) for 168 hours
2. Operating life (1000 hours at 70° C ambient temperature)
3. Solderability per MIL-STD-883, Method 2003
4. Pressure cooker (15 psig, 120° C, and 100% RH for 24 hours)
5. Solvent resistance per MIL-STD-883, Method 2015, using water and trichloroethane
6. Solder temperature resistance (250° C for five seconds)

Note Devices shall meet this specification's operating performance requirements after the above tests are completed.

Minimum Acceptance Level

The minimum acceptance level of any lot shall be an AQL of 0.65 as defined by MIL-STD 105 single sampling techniques.

Age of Devices

Unit shall be rejected if EIA Date Code indicates an age of three (3) or more years.

Markings

Devices shall be marked with Commodore part number and copyright notice as follows:
© CBM 1989.

FAT GARY Chip Specification

Description

FAT GARY (which will subsequently be referred to as simply 'GARY') is a custom gate array IC used in the A4000. It is packaged in an 84-pin chip, whose pinout is shown below. GARY provides many different 'glue' functions for the system. These functions are:

- Address decoding and timing for ROM
- Address decoding and timing for Chip RAM
- Address decoding and timing for chip registers
- Address decoding and timing for 8520s (CIAs)
- Address decoding and timing for Real Time Clock (RTC)
- Address decoding for the Floating Point Unit (FPU)
- Address decoding for the SCSI/DMA controller IC
- Address decoding for the local bus card slot of the A3000
- Monitoring of the bus for timeout conditions
- Generation of ECLK clock signal
- Generation of 32-bit and 16-bit data strobe signals
- Decoding for generation of AUTOVECTOR (*AVEC) signal to 68030
- Selection of the AGNUS clock source
- System RESET logic
- System INTERRUPT control

Configuration

The device shall be configured as a standard 84-pin Plastic Leaded Chip Carrier with external dimensions as shown in Figure 6-23. Refer to Figure 6-24 for connection diagram.

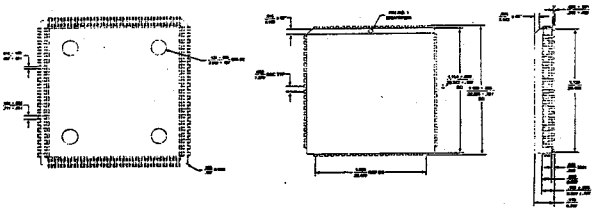


Figure 6-23. External Dimensions

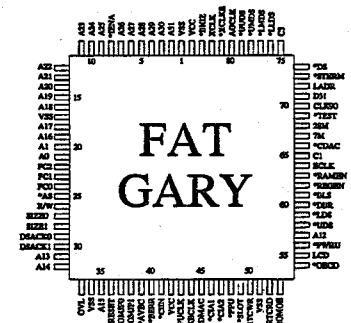


Figure 6-24. Connection Diagram

Sources

Refer to *Approved Vendor List* on page 6-58.

Pin Descriptions

Name	Dir	Description
CPUCLK	Input	
CLK90	Input	CPUCLK shifted 90 degrees.
28M	Input	
7M	Input	
*CDAC	Input	
C1	Input	
C3	Input	
XCLK	Input	
AGCLK	Output	
OVL	Input	Overlay. When high, ROM is mapped in at $00000000 in place of Chip RAM.
ROMJP0,1	Input	ROM jumpers. Used to select ROM access speed.
*AS	Input	68030 address strobe.
*DS	Input	68030 data strobe.
RW	Input	68030 read/write signal.
SIZ0-1	Input	68030 sizing information.
FC0-2	Input	68030 function code bits.
A0,1,12-23	Input	68030 address bits.
A24-31	Bi	68030 address bits.
*BIGZ	Input	When low, address bits A24-31 become outputs, and drive these lines low.
D31	Bi	68030 data bit. Used to communicate with internal registers.
*FPU	Output	Floating Point Unit chip select.
*ROMOE	Output	Output enable signal for the ROM.
*SLOT	Output	Select signal for local bus card slot.
*DMAC	Output	Chip select signal for the DMA controller.
*STERM	Output(OC)	68030 Synchronous Termination signal.
*RTCRD	Output	Real Time Clock read signal.
*RTCWR	Output	Real Time Clock write signal.
LADR	Output	Latch address (external latches for 8520s and RTC).
ECLK	Output	Clock whose frequency is 1/10th that of 7M.
*CIA1,0	Output	Chip select signals for the 2 CIAs (8520s).
*DBR	Input	When high, chip bus is available.
*BLS	Output	Blitter slow down. To AGNUS, requesting access to chip bus.
*RAMEN	Output	Select signal for Chip RAM.
*REGEN	Output	Select signal for chip registers.
LCD	Output	Latch chip data. Controls external latches for chip bus data being read by the 68030.
*OECD	Output	Output enable signal for data being read/written on chip bus.
*xxDS	Output	*UUDS, *UMDS, *LMDS, *LLDS. Data strobe signals for a 32-bit port.
*xDS	Output	*UDS, *LDS. Data strobe signals for a 16-bit port.

Name (cont'd)	Dir (cont'd)	Description (cont'd)
*BERR	Output(OC)	Bus error signal.
*CIIN	Output(OC)	Cache inhibit.
*DSACK0,1	Output(OC)	68030 Data Transfer and Size Acknowledge bits.
*AVEC	Output(OC)	AUTOVECTOR signal.
*IENA	Output	Interrupt enable. This bit is controlled by an internal register.
*RESET	Bi	Reset.
*PWRUP	Input	Power Up. When low, an internal bit is set.
*KBCLK	Input	Keyboard clock.
*TEST	Input	Test. Diagnostic use only.

ROM

The onboard ROMs are selected in the address range from $00F80000 to $00FFFFFF. The ROMs are also selected in the range from $000000000 to $0007FFFF when the overlay input signal (OVL) is true (this allows the RESET instructions to be contained in the ROMs). The ROM shows up in data and program space for both the user and supervisor. ROM caching is enabled.

ROM Timing

The ROM timing circuitry provides for four different speed settings, settable by two jumpers on the motherboard. The *STERM signal is used to terminate the CPU bus cycle during a ROM access.

Table 6-6. ROM Speed Jumper Settings

JP1	JP0	CPU cycles
0	0	5
0	1	6
1	0	7
1	1	8

The minimum output enable (Toe) and access (Tacc) times for the ROMs is determined by the following:

Toe = ((# CPU cycles) - 2) * Tcyc - Tgary

Tacc = ((# CPU cycles) - 1) * Tcyc

where

Tcyc = period of a single 68030 clock

Tgary = delay through GARY (30 ns max)

The timing waveform and state diagram for a ROM access is shown in Figure 6-25.

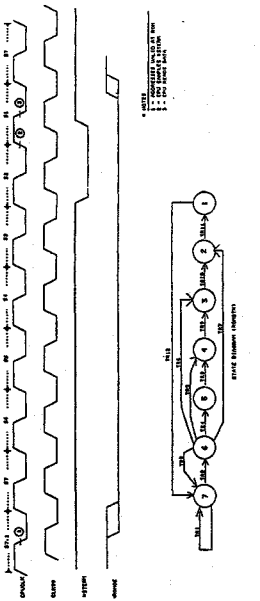


Figure 6-25. ROM Timing

Chip RAM

Chip RAM is selected in the address range from $00000000 to $001FFFFF. When the OVL input is true (high), Chip RAM is not selected for addresses in the range from $00000000 to $0007FFFF (ROM appears here while OVL is true). Chip RAM shows up in data and program space for both the user and supervisor. Chip RAM caching is disabled. The CPU cycle is terminated using both DSACKs, indicating that the Chip RAM data is 32 bits wide.

Chip RAM Timing

Timing for the signals used is shown in Figure 6-26.

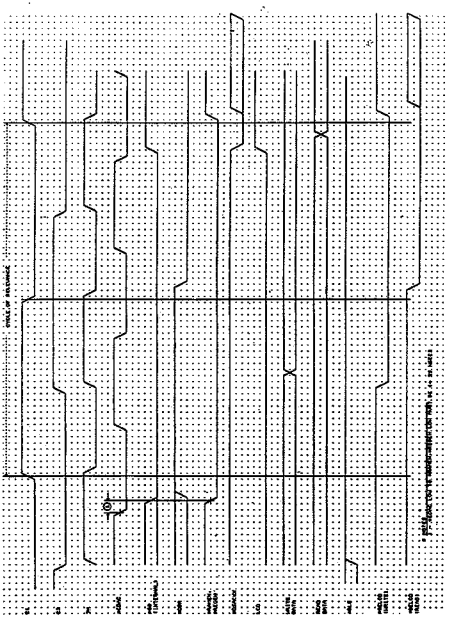


Figure 6-26. CPU Read/Write of Chip Registers and RAM

Chip Registers

The chip registers are selected in the range from $00DFC000 to $00DFFFFF. They also show up from $00C00000 to $00CFFFFF, so that code looking for $C00000 memory will work properly (consequently, C00000 memory is NOT supported). Chip registers show up in user and supervisor data space. Chip register caching is disabled. The CPU cycle is terminated using DSACK1, indicating that the chip registers are 16 bits wide.

8520s

There are two 8520 CIA ICs on the motherboard, referred to here as CIA0 and CIA1. CIA0 is selected in the address range from $00BFE000 to $00BFEFFF. CIA1 is selected from 00BFD000 to 00BFDFFF. The CIAs show up in user and supervisor data space. Caching is disabled. The CPU cycle is terminated by DSACK1, indicating that the CIA is 16 bits wide. In fact, the CIAs are only 8 bits wide, but respond as 16 bits for compatibility. In order to read the 8 bits in on the 68030's D0-D7, CIA0 must be read at an odd word address, and CIA1 must be read at an even word address.

8520 Timing

Figure 6-27 shows the timing for the signals when accessing the 8520s.

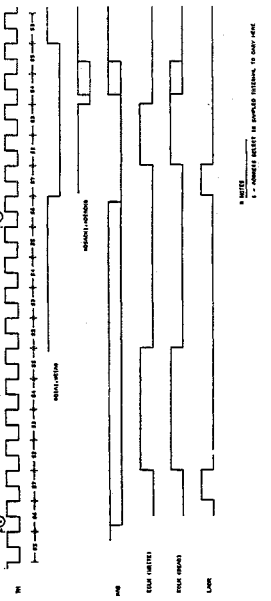


Figure 6-27. 8520 Timing and ECLK Generation

Real Time Clock (RTC)

The RTC is selected in the range from $00DC0000 to $00DCFFFF. It appears in user and supervisor data space. Caching is disabled. The CPU cycle is terminated by DSACK1, indicating that the RTC is 16 bits wide. It is actually only 4 bits, but responds as 16 bits for compatibility. In order to read the 4 bits in on the 68030's D0-D3, the RTC must be read at an odd word address.

RTC Timing

Figure 6-28 shows the timing of the signals for reading and writing to the RTC.

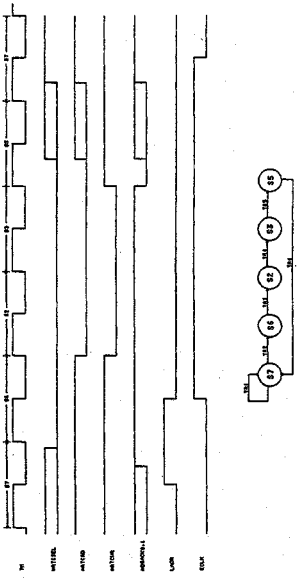


Figure 6-28. Real Time Clock Timing

Floating Point Unit (FPU)

!FPUCS = *AS & FC2 & FC1 & FC0 & !A19 & !A18 & A17 & !A16 & !A15 & !A14 & A13

The FPU performs its own bus cycle termination.

SCSI/DMA Controller

The SCSI/DMA controller is selected from $00DD0000 to $00DD3FFF. It appears in user and supervisor data space. Caching is disabled. In order to get this signal out to the chip as quickly as possible, it is NOT qualified with address strobe (*AS). The SCSI/DMA controller performs its own bus cycle termination.

!DMAC = !FC1 & FC0 & !A31 & !A30 & !A29 & !A28 & !A27 & !A26 & !A25 & !A24, & A23 & A22 & !A21 & A20 & A19 & A18 & !A17 & A16

Local Bus Card Slot

This signal is generated in the address range from $08000000 to $0FFFFFFF. The signal is NOT qualified with *AS. The selection shows up in all address spaces except for CPU space. No bus cycle termination is performed.

!SLOT = FC2 & FC1 & FC0 & !A31 & !A30 & !A29 & !A28 & A27

Bus Timeout

After the assertion of *AS, a counter in GARY starts running, and is reset by the de-assertion of *AS. If the counter counts down before *AS is de-asserted, GARY terminates the cycle automatically. There are two different timer values available, each of which terminates the cycle differently.

There is an 8-bit register in GARY at $00DE0000 of the user and supervisor data space. When written to, bit 7 selects the timeout mode to be used. Writing a 0 to this bit enables DSACK timeout, and a 1 enables BERR timeout (after a RESET, DSACK timeout is enabled). DSACK timeout counts for 32 C1 pulses (approximately 9 μsecs), and then asserts both DSACKs to terminate the cycle. BERR timeout takes much longer, counting for approximately 250 msecs before asserting the *BERR signal. Whenever a bus timeout occurs in either mode, bit 0 of the register at $00DE0000 is set, and is not reset until the register is read.

The purpose of the timeout is to keep the system from getting hung up if an address is asserted that selects nothing. Using BERR mode allows the system to be informed if this occurs.

The DSACK bus timeout mode was made much sorter, and terminates the bus much more 'discreetly' using DSACKs. This mode was made the default because of compatibility issues. The 1.3 ROMs purposely snoop through a large range of address spaces during boot up, which most of the time aren't there. Taking 250 msecs for each one causes it to take forever to boot up. Terminating each bus cycle with *BERR also makes the software get confused. The idea is to get everything running, and then change over to BERR mode.

Since the blitter has the capability of keeping the CPU off of the chip bus for a long time, bus timeout detection is disabled whenever Chip RAM or chip registers are being selected.

Automatic bus timeout can be disabled altogether by writing a 1 to bit 0 of the 8-bit register at $00DE0001. After a RESET, this bit is automatically set to 0 (timeout enabled).

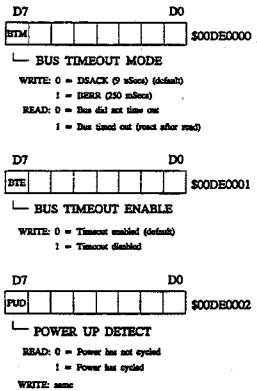


Figure 6-29. Bus Timeout

ECLK Clock

The ECLK signal is generated in GARY. It is a free running clock whose frequency is 1/10th of the 7M clock. Normally ECLK is low for six 7M clocks, and high for four 7M clocks. However, when the CIAs are accessed, the ECLK high time may be shorter than four 7M clocks. During writes to the CIAs, ECLK is high for only two 7M clocks. During reads ECLK stays high for a minimum of two 7M clocks, and a maximum of four 7M clocks. The frequency of ECLK does not change. If the ECLK high time is shortened during CIA access, the difference is made up by increasing the subsequent ECLK low time. Consequently, it is always ten 7M clocks from one rising edge of ECLK to the next.

The ECLK signal is derived from the onboard 28 megahertz oscillator. It is not derived from the XCLK signal when *XCLKE is true. Therefore, ECLK will not change frequency, even when an external system clock source is used (such as when genlocking the video).

Data Strobes

GARY generates six different data strobe signals. Four relate to 32-bit ports (*UUDS, *UMDS, *LMDS, *LLDS), and the other two to 16-bit ports (*DS, *LDS). GARY decodes SIZ1, SIZ0, A1, A0 and RW signals to determine which of the strobes should be active. Whenever RW indicates the CPU is doing a read, all of the strobes are active. Individual strobes are generated during write cycles.

!LDS = !SIZ0 # SIZ1 # A0 # RW

!UDS = !A0 # RW

!UUDS = (!A0 & !A1) # RW

!UMDS = (!A1 & !SIZ0) # (A0 & !A1) # (!A1 & SIZ1) # RW

!LMDS = (!A1 & !SIZ0 & !SIZ1) # (!A1 & SIZ0 & SIZ1) # (A0 & !A1 &!SIZ0) # (!A0 & A1) # RW

!LLDS = (A0 & SIZ0 & SIZ1) # (!SIZ0 & SIZ1) # (A0 & A1) # (A1 & SIZ1) # RW

AUTOVECTOR

When GARY senses that the CPU is doing an exception acknowledge cycle, it generates the AUTOVECTOR signal to tell the CPU to get the exception vectors from RAM.

!AVEC = !AS & FC2 & FC1 & FC0 & A19 & A18 & A17 & A16

AGNUS Clock Source

For genlocking purposes, an external clock can be fed to AGNUS instead of the internal 28 megahertz clock. The clock (XCLK) and the internal 28 meg clock (28M) are both inputs to GARY. The input signal called *XCLKE controls which signal is fed to AGNUS (via the output called AGCLK). When *XCLKE is low, XCLK is output to AGNUS.

!AGCLK = (XCLKE & !28M) # (!XCLKE & !XCLK)

System Reset Logic

GARY controls reset from two different sources. The first is during powerup. The input line called *PWRUP should be kept low via external circuitry until VCC has become stable. The rising edge of *POWERUP causes bit 0 of an 8-bit register at 00DE0002 to be set. The *RESET output is held low for approximately 250 msecs after *PWRUP goes high. This bit can be checked by software to determine what type of reset occurred. The bit can only be reset by writing a 0 back to it (you could just as easily set this bit in order to make the next reset look like a powerup).

The second source of a rest comes from the keyboard. If the input called *KBCLK is held low for at least 60 msecs, the *RESET output will then go low, and will remain low for approximately 250 msecs after *KBCLK goes high again.

System Interrupt Control

Individual system interrupts are controlled by writing to the INTENA register in PAULA. Since this register resides on the chip bus, the CPU is subject to synchronization delays when attempting to access it. Therefore, an alternate method for shutting off ALL of the interrupts in the system is provided in GARY (GARY actually provides only the bit that can be written to — the actual control is done externally in a PAL). The INTENA register in PAULA is located at the offset of $09A. The chip registers occupy only 4K of address space. Consequently, they are 'shadowed' in four 4K chunks from $DFC000 to $DFF000. The 16-bit register in GARY to control interrupts is also located at the offset of $09A, but is selected in the range from $DF8000 to $DFB000 (this register is shadowed at each of the 4K chunks as well). Wiring a 0 to bit 15 of this register will disable ALL of the interrupts going to the CPU. They are re-enabled by writing a 1 to the bit again (the bit is set after a RESET).

Physical Requirements

Marking

Devices shall be marked with Commodore part number plus a copyright notice as follows: © 1989 CBM.

Packaging

The interconnected circuitry shall be contained in a standard 84-pin Plastic Leaded Chip Carrier with external dimensions as shown in Figure 6-23.

Process Qualification Tests

Integrated circuits supplied to the requirements of this specification shall meet the requirements of Engineering Policy No. 1.02.008. Supporting documentation shall be supplied by vendor upon request.

Environmental Test Conditions

Devices shall comply with the following environmental resistance tests per Commodore Engineering Policy 1.02.007.

1. Temperature/humidity (85° C and 85% RH non-condensing) for 168 hours
2. Operating life (1000 hours at 70° C ambient temperature)
3. Solderability per MIL-STD-883, Method 2003
4. Pressure cooker (15 psig, 120° C, and 100% RH for 24 hours)
5. Solvent resistance per MIL-STD-883, Method 2015, using water and trichloroethane
6. Solder temperature resistance (250° C for five seconds)

Note Devices shall meet this specification's operating performance requirements after the above tests are completed.

Minimum Acceptance Level

The minimum acceptance level of any lot shall be an AQL of 0.65 as defined by MIL-STD 105 single sampling techniques.

Age of Devices

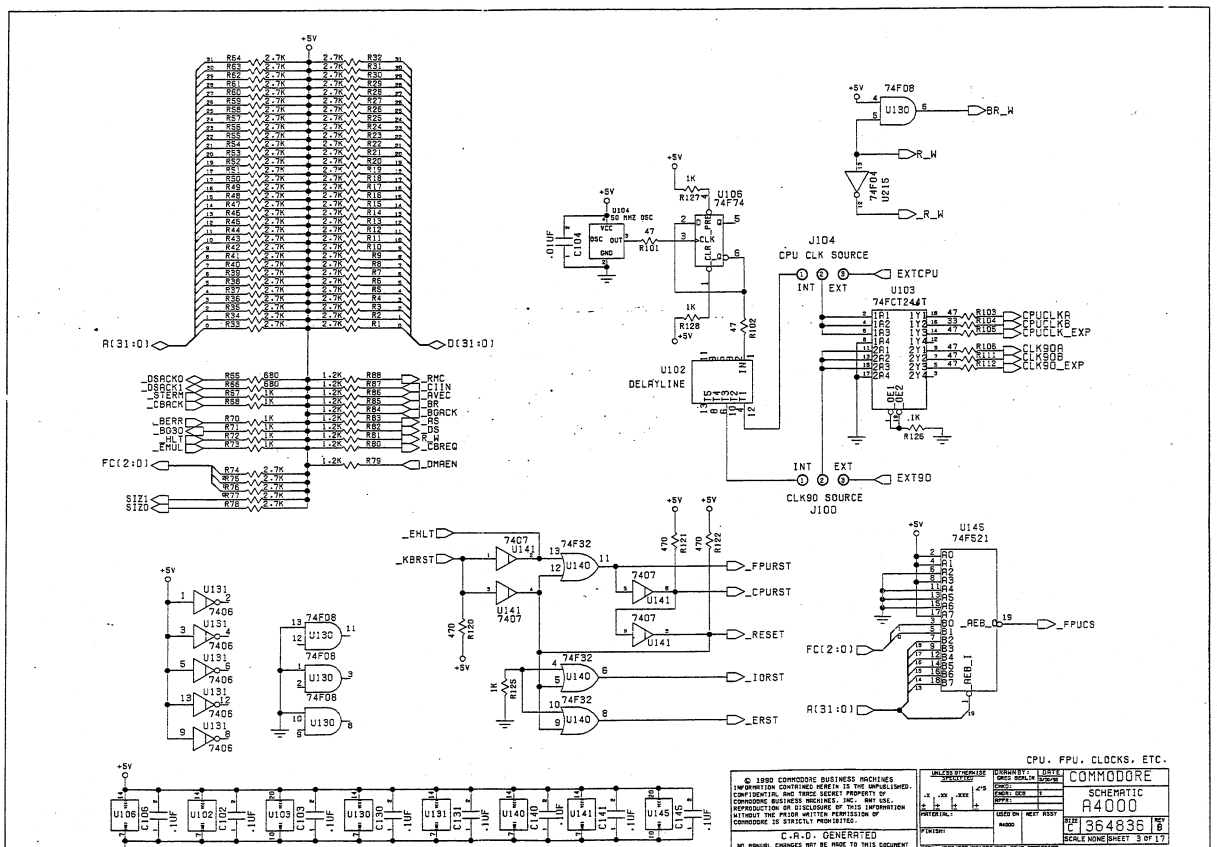
Unit shall be rejected if EIA Date Code indicates an age of three (3) or more years.

Approved Vendor List

The following table lists detailed information about the chips described in this document.

This sheet must be removed from this document before the document is shown or transmitted to a vendor.

Commodore Part Number	Description	Vendor	Vendor Part Number
390539-06	FAT BUSTER (sub for 390539-06, 25MHz only)	CSG	4171-013F
390539-07	FAT BUSTER	CSG	4171-013G
390540-01	IC FAT GARY 414 F008A	CSG	4141-008A
390540-02	IC LSI FAT GARY	CSG	4141-008B
390541-04	IC SM CGA FAT RAMSEY PLCC84 RAM Controller	CSG	50012D
390541-07	IC SM CGA FAT RAMSEY PLCC84 A1000+ RAM Controller	CSG	50012G
391380-01	IC Gate Array BRIDGETTE A2200	NCR	BRIDGETTE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D[31:0]
FC[2:0]
SIZ1
SIZ0
_DSACK0
_DSACK1
_STERM
_CBACK
_BERR
_BG30
_HLT
_EMUL
_RMC
CIIN
AVEC
_BR
_BGACK
AS
_DS
R_W
_CBREQ
_DMAEN
U106
74F74
U104
50 MHZ OSC
U102
DELAYLINE
J104
CPU CLK SOURCE
INT
EXT
EXTCPU
U103
74FCT244T
CPUCLKB
CPUCLK
CPUCLK_EXP
CLK90B
CLK90
CLK90_EXP
J100
CLK90 SOURCE
EXT90
U130
74F08
BR_W
R_W
U215
74F04
_EHLT
_KBRST
U141
7407
U140
74F32
_FPURST
_CPURST
_RESET
_IDRST
_ERST
U145
74F521
_AEB_O
_AEB_I
_FPUCS
U131
7406
CPU, FPU, CLOCKS, ETC.
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ENG'R: DCB
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FINISH:
COMMODORE
SCHEMATIC
A4000
SIZE C
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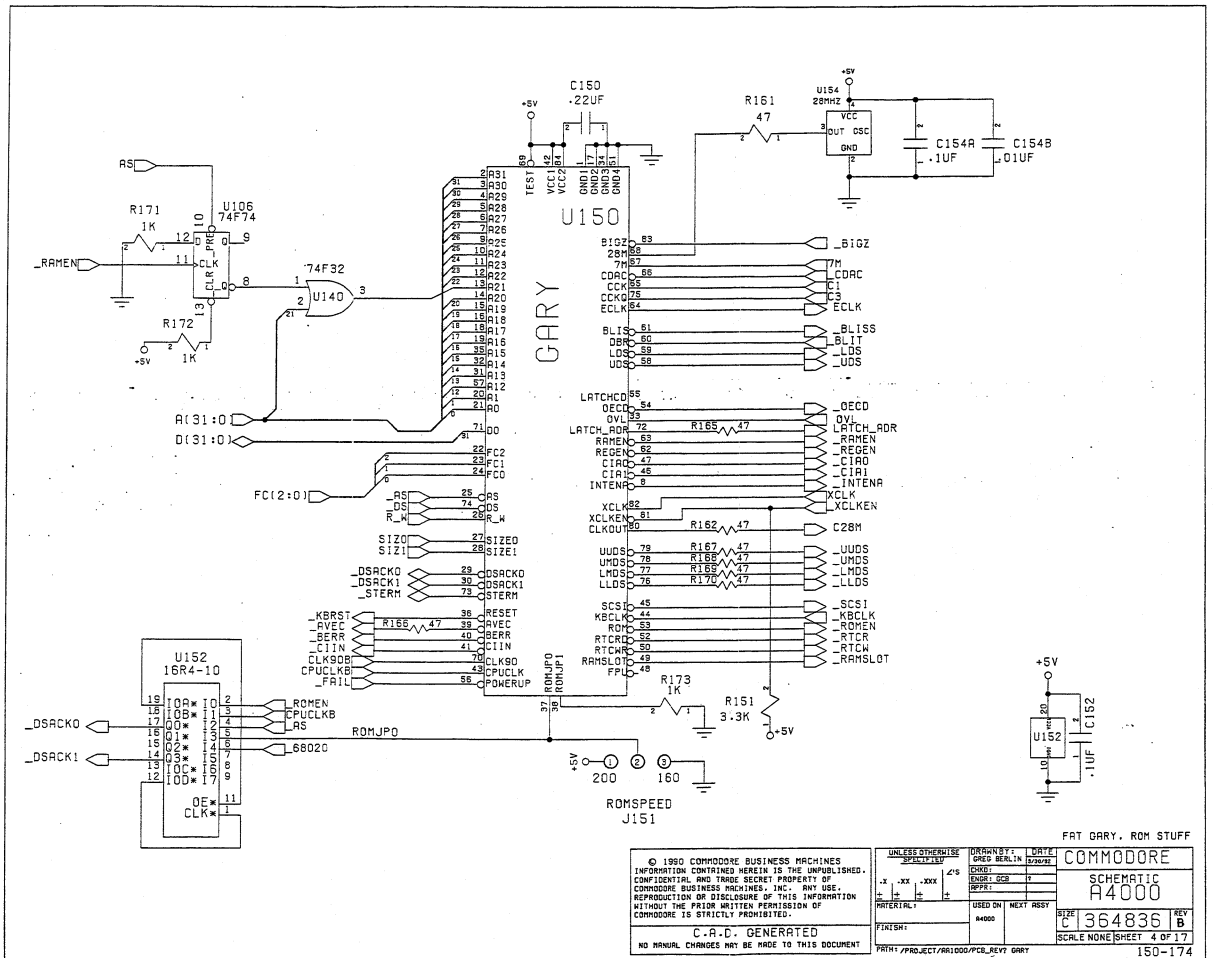
SCALE NONE
SHEET 3 OF 17
PRINT /PROJECT/A4000/PCB_REV7 PROCESSOR
MENTOR GRAPHICS VCR_SERVER 7.0



FAT GARY. ROM STUFF

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MATERIAL:
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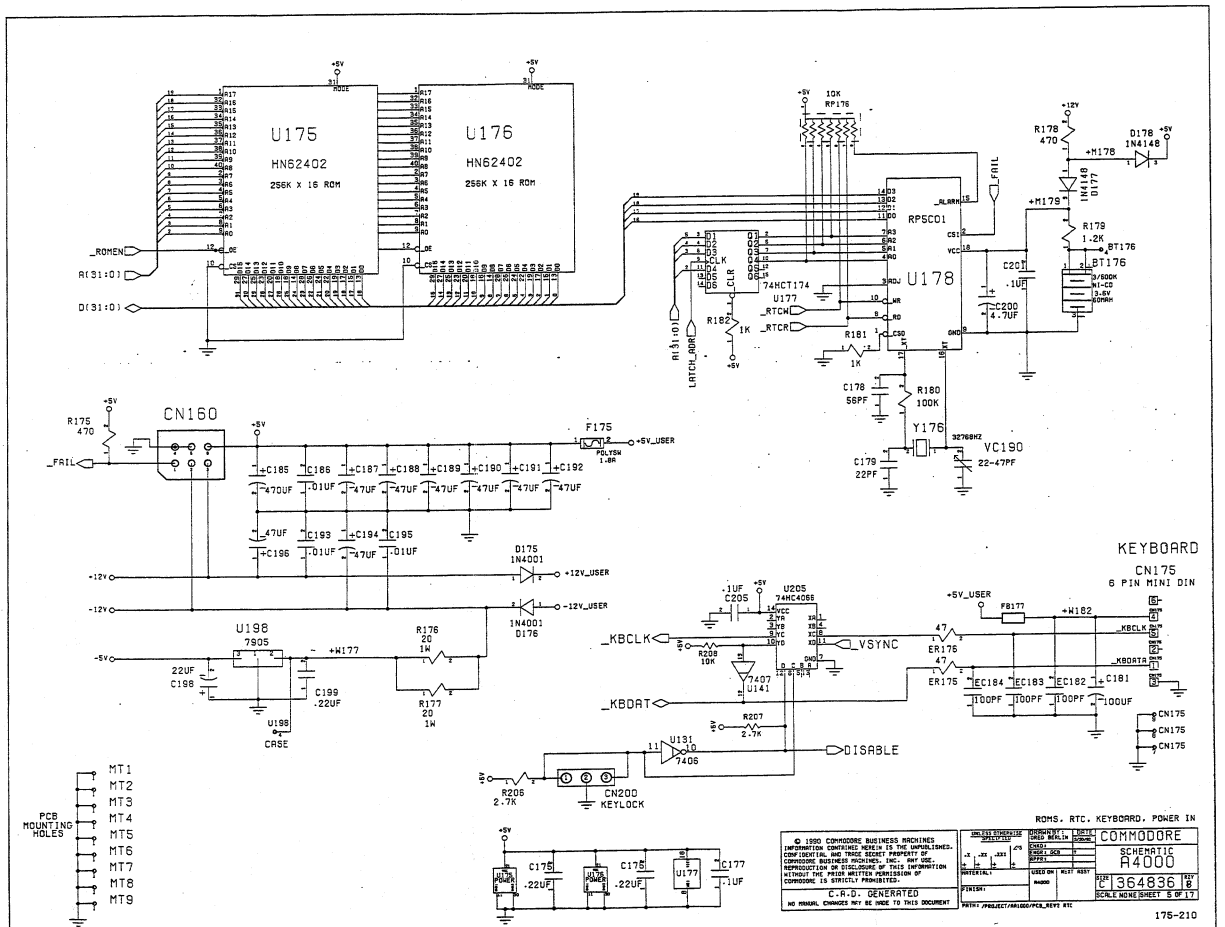
CHKD:
ENGR: GCB
APPR:
USED ON: A4000
NEXT ASSY:

COMMODORE
SCHEMATIC
A4000
SIZE C | 364836 | REV B
SCALE NONE SHEET 4 OF 17

PATH: /PROJECT/A1000/PCB_REV2 GARY
150-174

MENTOR GRAPHICS VCR_SERVER 7.8



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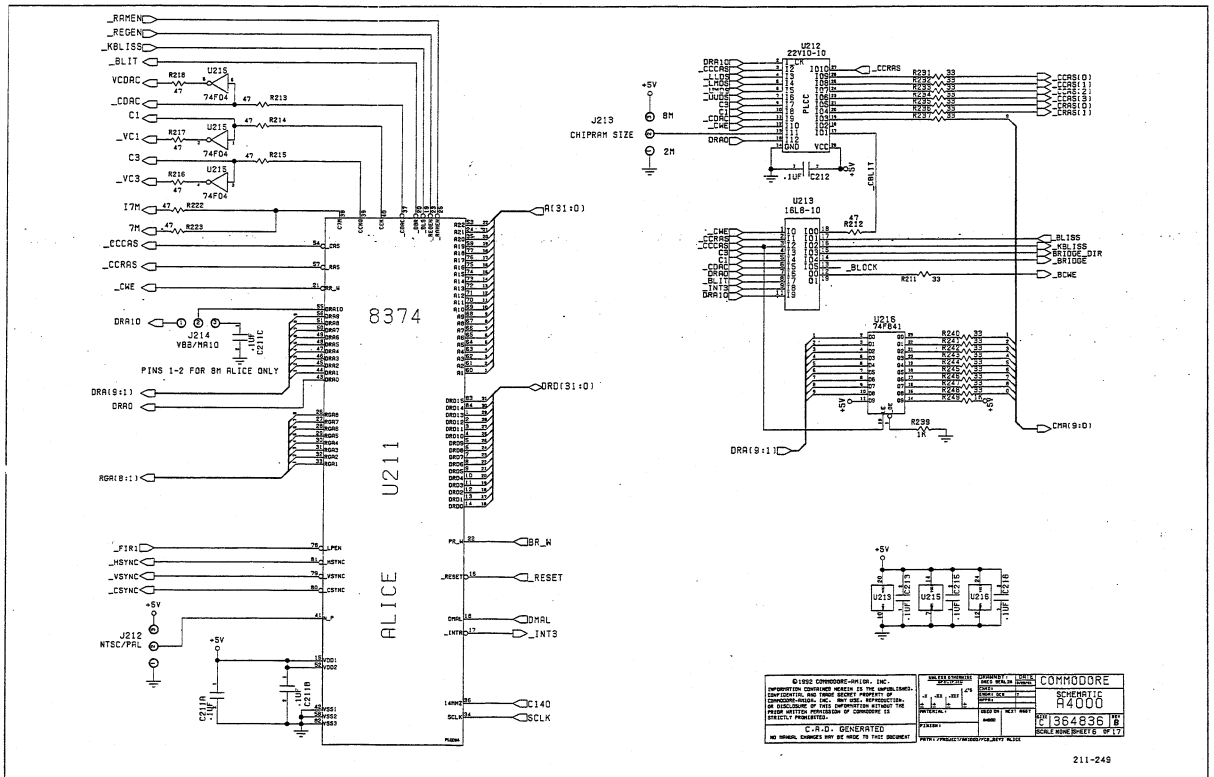
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_REGEN
_KBLISS
_BLIT
VCDAC
_CDAC
C1
_VC1
C3
_VC3
I7M
7M
_CCCAS
_CCRAS
_CWE
DRA10
PINS 1-2 FOR 8M ALICE ONLY
DRA(9:1)
DRA0
RGA(8:1)
_FIR1
_HSYNC
_VSYNC
_CSYNC
NTSC/PAL
A(31:0)
DRD(31:0)
_BR_W
_RESET
DMAL
_INTS
C140
SCLK
8374
U211
ALICE
U215
74FD4
U212
22V10-10
PLCC
J213
CHIPRAM SIZE
8M
2M
.1UF
C212
_CALIT
U213
16L8-10
_BLOCK
_BLISS
_KBLISS
_BRIDGE_DIR
_BRIDGE
_BCWE
U216
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CMA(9:0)
DRA(9:1)
J214
YB8/MA10
C211C
C211A
C211B
U213
U215
U216
C213
C215
C216
J212
+5V
R218
R217
R216
R213
R214
R215
R222
R223
R212
R211
R239
R240
R241
R242
R243
R244
R245
R246
R247
R248
1K
33
47
10K
10UF
1UF
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SCHEMATIC
A4000
211-249
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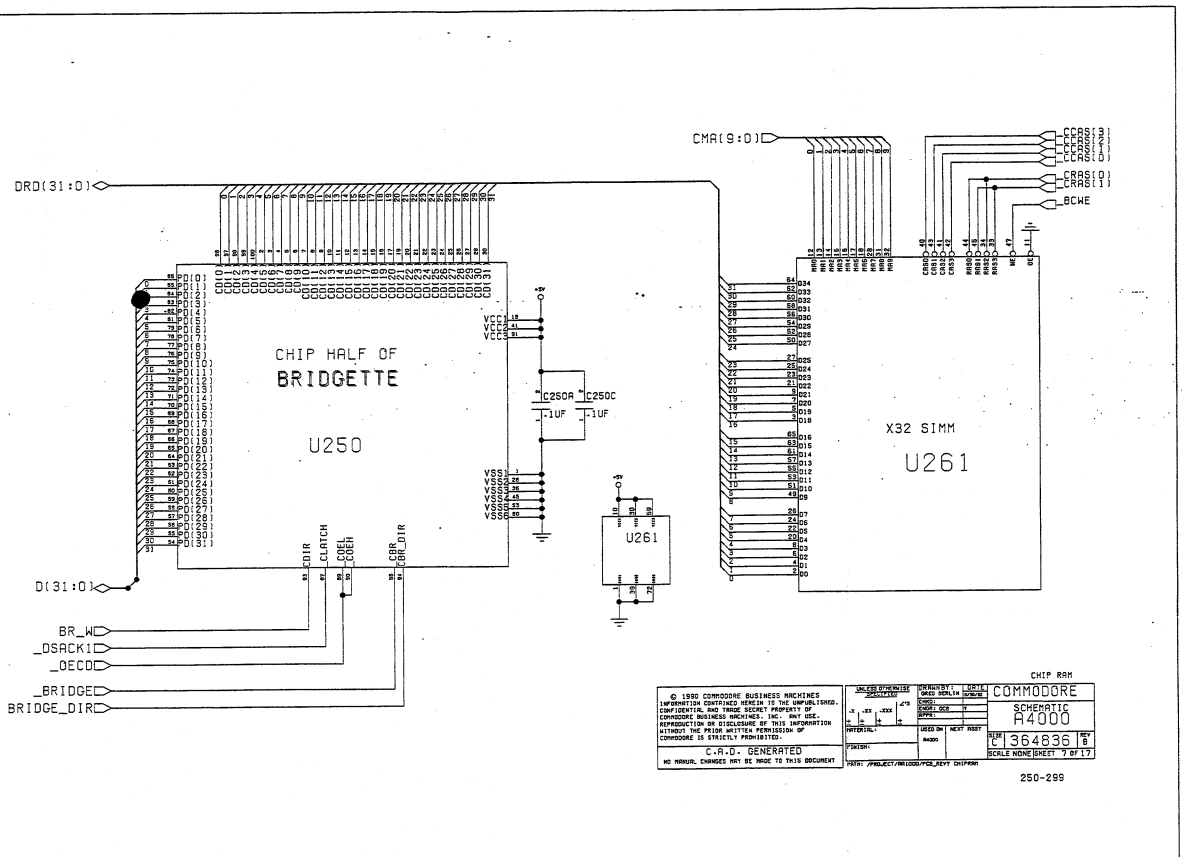

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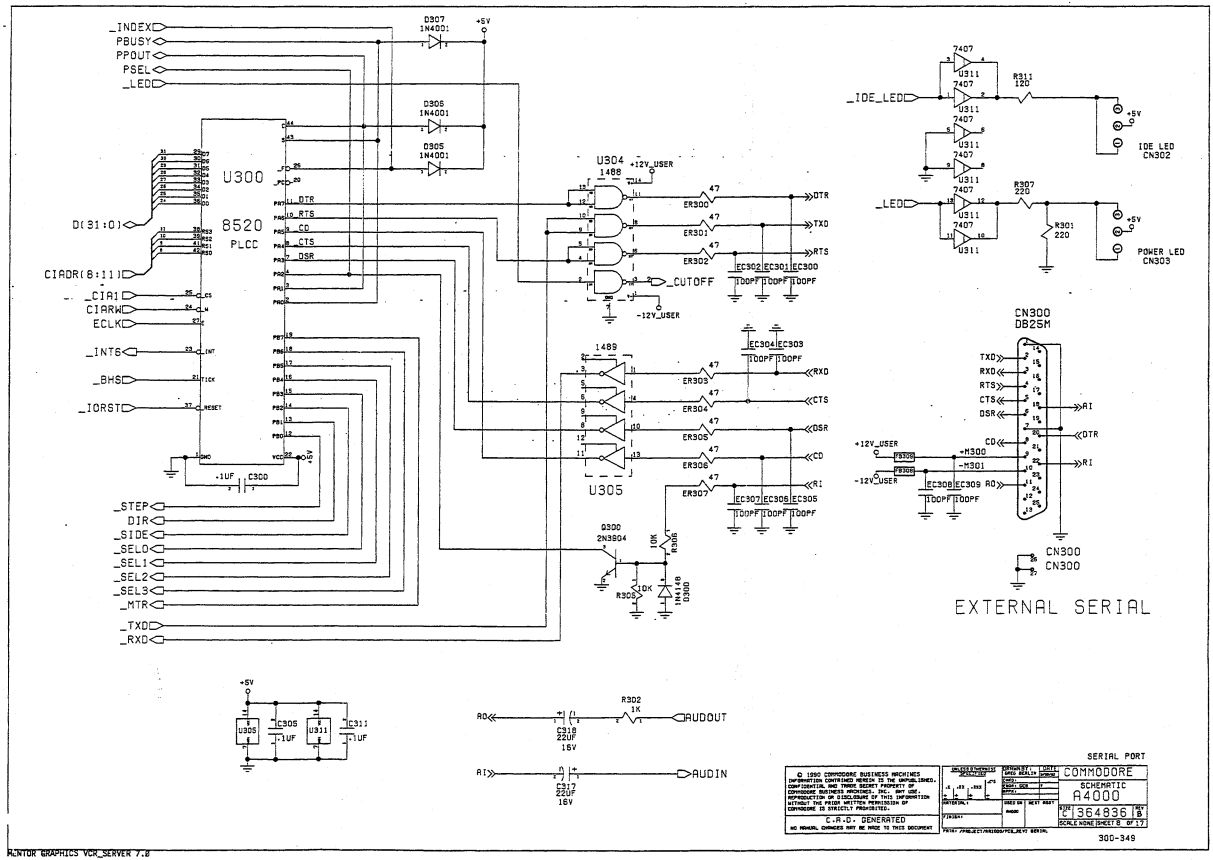
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PBUSY
PPOUT
PSEL
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D306 1N4001
D305 1N4001
+5V
U300
8520
PLCC
D(31:0)
CIADR(8:11)
_CIA1
CIARW
ECLK
_INT6
_BHS
_IORST
DTR
RTS
CD
CTS
DSR
C300 .1UF
U304 1488
+12V_USER
-12V_USER
_CUTOFF
ER300 47
ER301 47
ER302 47
EC302 .1UDPF
EC301 .1UDPF
EC300 .1UDPF
TXD
RTS
U305 1489
ER303 47
ER304 47
ER305 47
ER306 47
ER307 47
EC304 .1UDPF
EC303 .1UDPF
RXD
CTS
DSR
CD
RI
EC307 .1UDPF
EC306 .1UDPF
EC305 .1UDPF
Q300 2N3904
R305 10K
R306 10K
1N4148 D300
_STEP
DIR
_SIDE
_SEL0
_SEL1
_SEL2
_SEL3
_MTR
_TXD
_RXD
_IDE_LED
7407 U311
R311 120
IDE LED CN302
_LED
R307 220
R301 220
POWER LED CN303
CN300 DB25M
TXD
RXD
RTS
CTS
DSR
CD
RI
+12V_USER
-12V_USER
R308
R309
-M300
-M301
EC308 .1UDPF
EC309 .1UDPF
AD
AI
DTR
RI
CN300
CN300
EXTERNAL SERIAL
+5V
C305 .1UF
C311 .1UF
R302 1K
AD
AUDOUT
C318 220UF 16V
AI
AUDIN
C317 220UF 16V
SERIAL PORT
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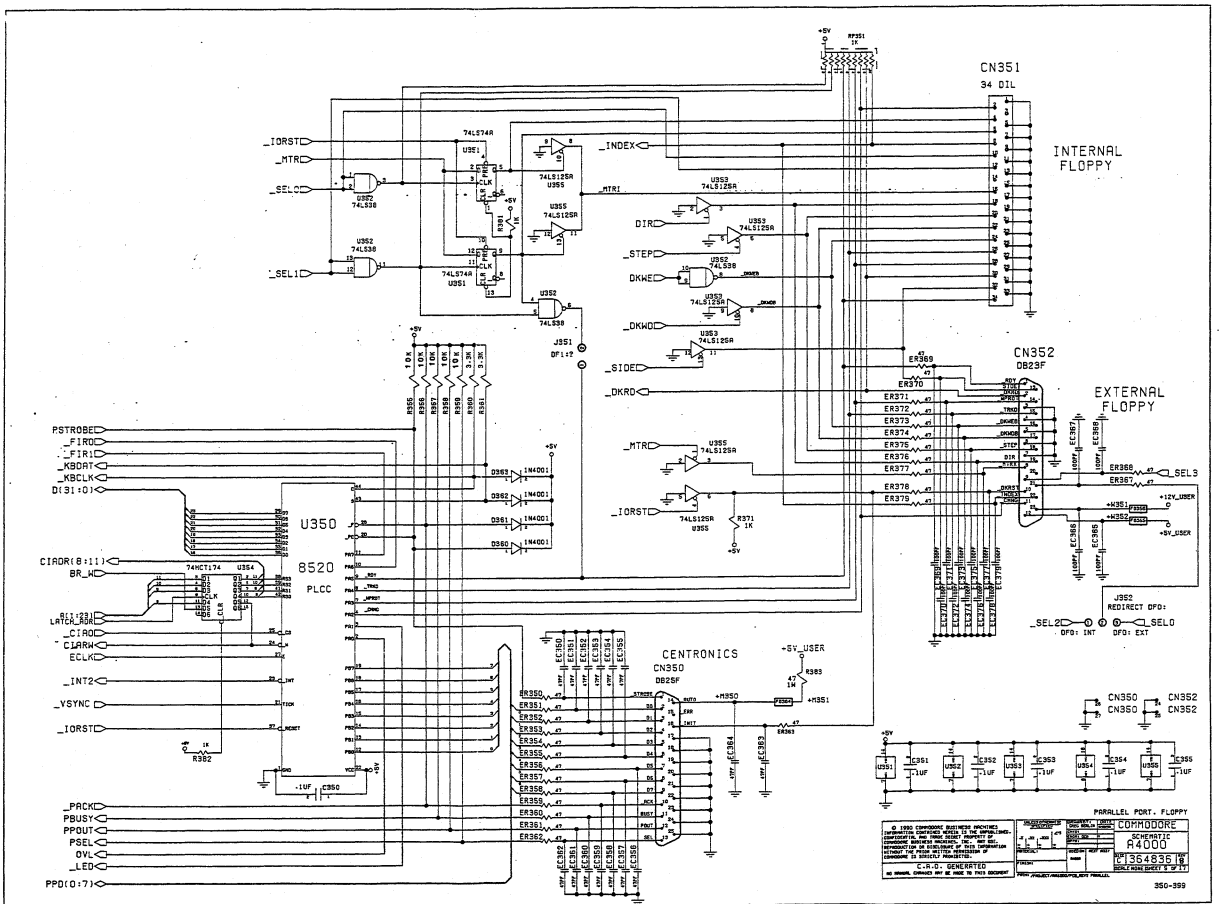
COMMODORE
SCHEMATIC
A4000
SIZE C
364836
REV B
SCALE NONE SHEET 8 OF 17
300-349


CN351
34 DIL
INTERNAL
FLOPPY
CN352
DB23F
EXTERNAL
FLOPPY
CENTRONICS
CN350
DB25F
U350
8520
PLCC
74LS74A
74LS125A
74LS38
74HCT174
PSTROBE
_FIR0
_FIR1
_KBDAT
_KBCLK
DI3I:0)
CIADR(8:11)
BR_W
_CIA0
_CIARW
ECLK
_INT2
_VSYNC
_IORST
_PACK
PBUSY
PPOUT
PSEL
OVL
_LED
PPD(0:7)
_INDEX
_MTR
_SEL0
_SEL1
DIR
_STEP
DKWE
DKWD
_SIDE
DKRD
_SEL3
+12V_USER
+5V_USER
J352
REDIRECT DFO:
DFO: INT
DFO: EXT
PARALLEL PORT, FLOPPY
COMMODORE
SCHEMATIC
A4000
364836
C.R.D. GENERATED
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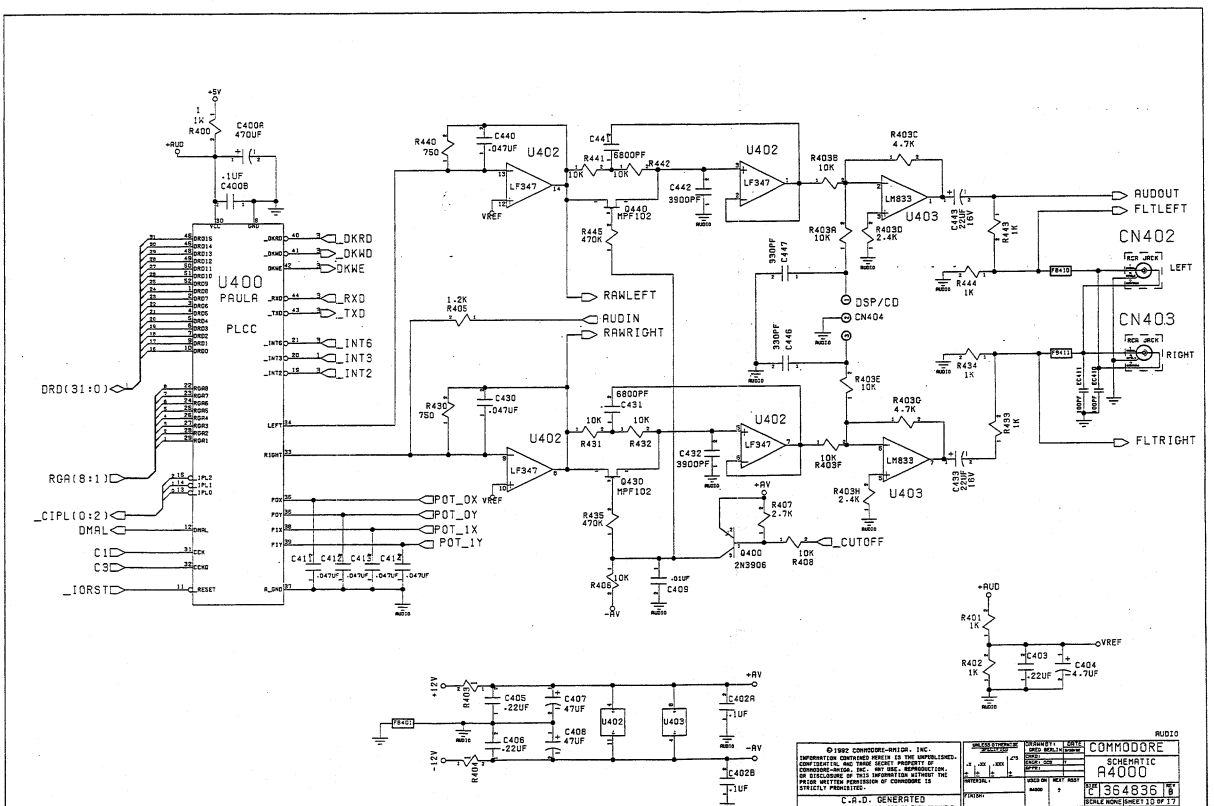

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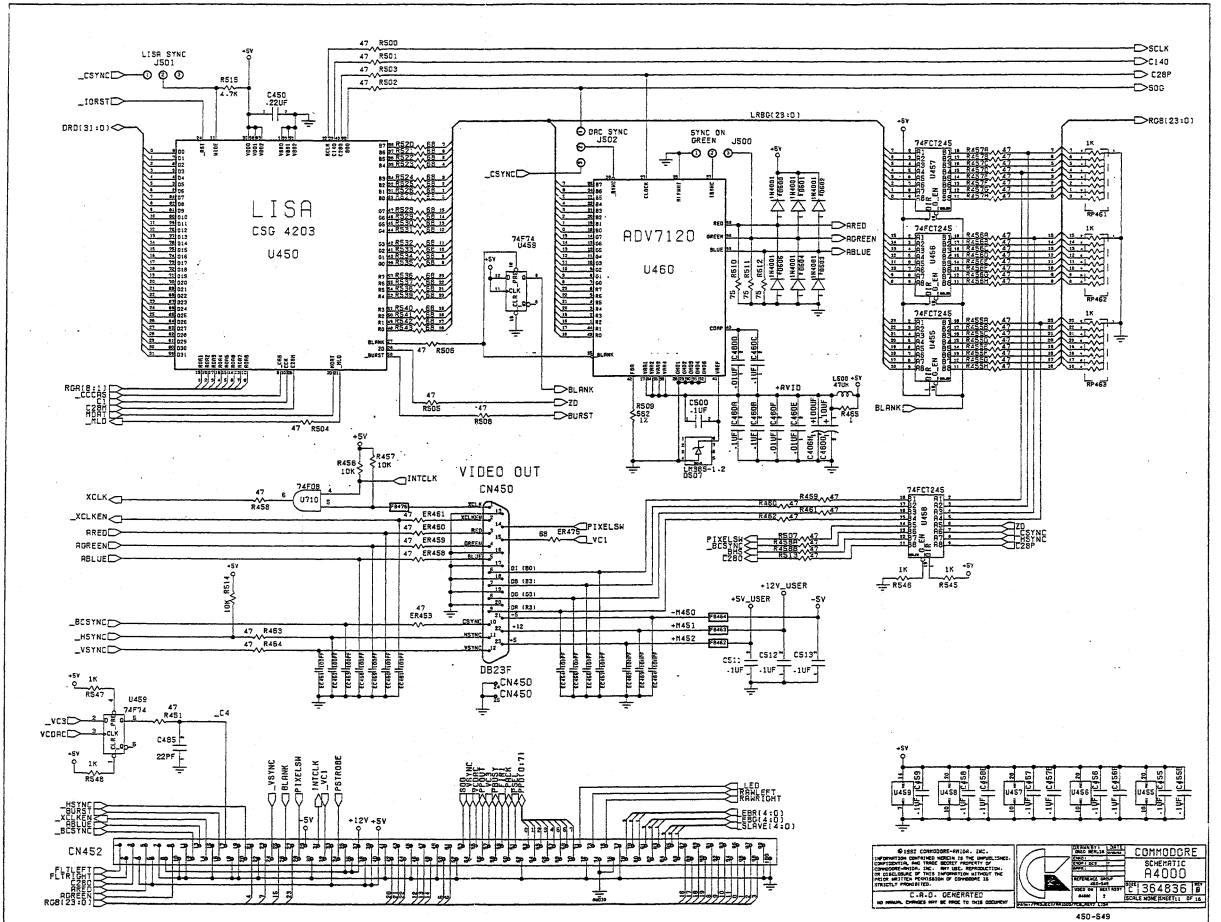

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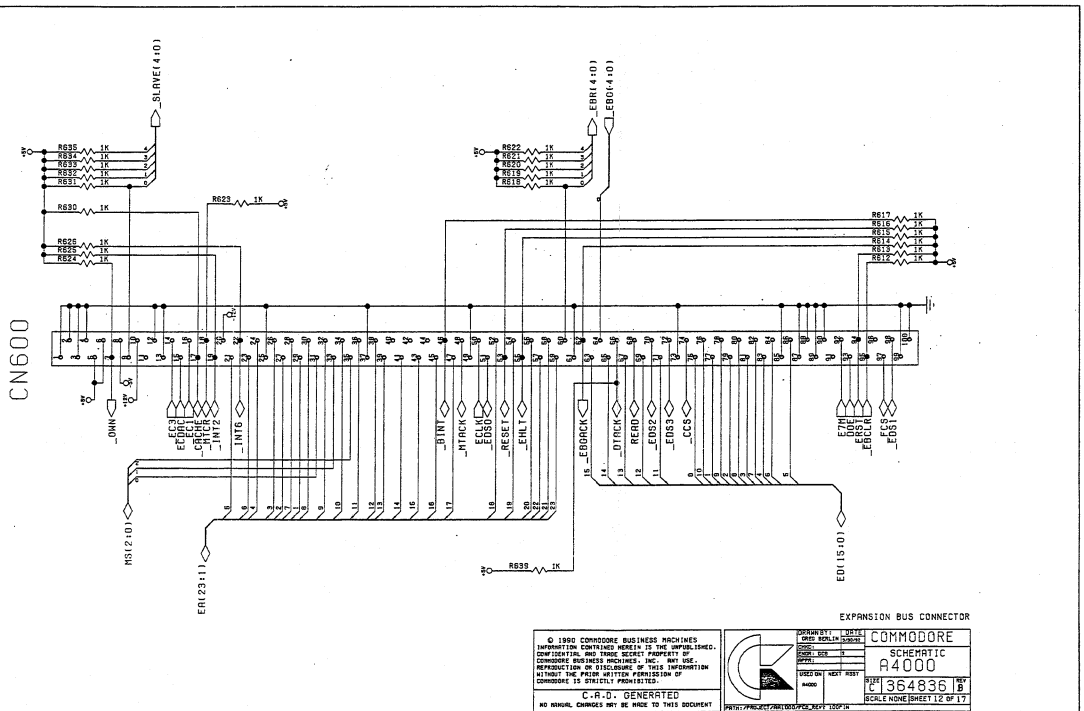
COMMODORE
SCHEMATIC
A4000
364856
SCALE NONE (SHEET) SF 16

450-849



EXPANSION BUS CONNECTOR

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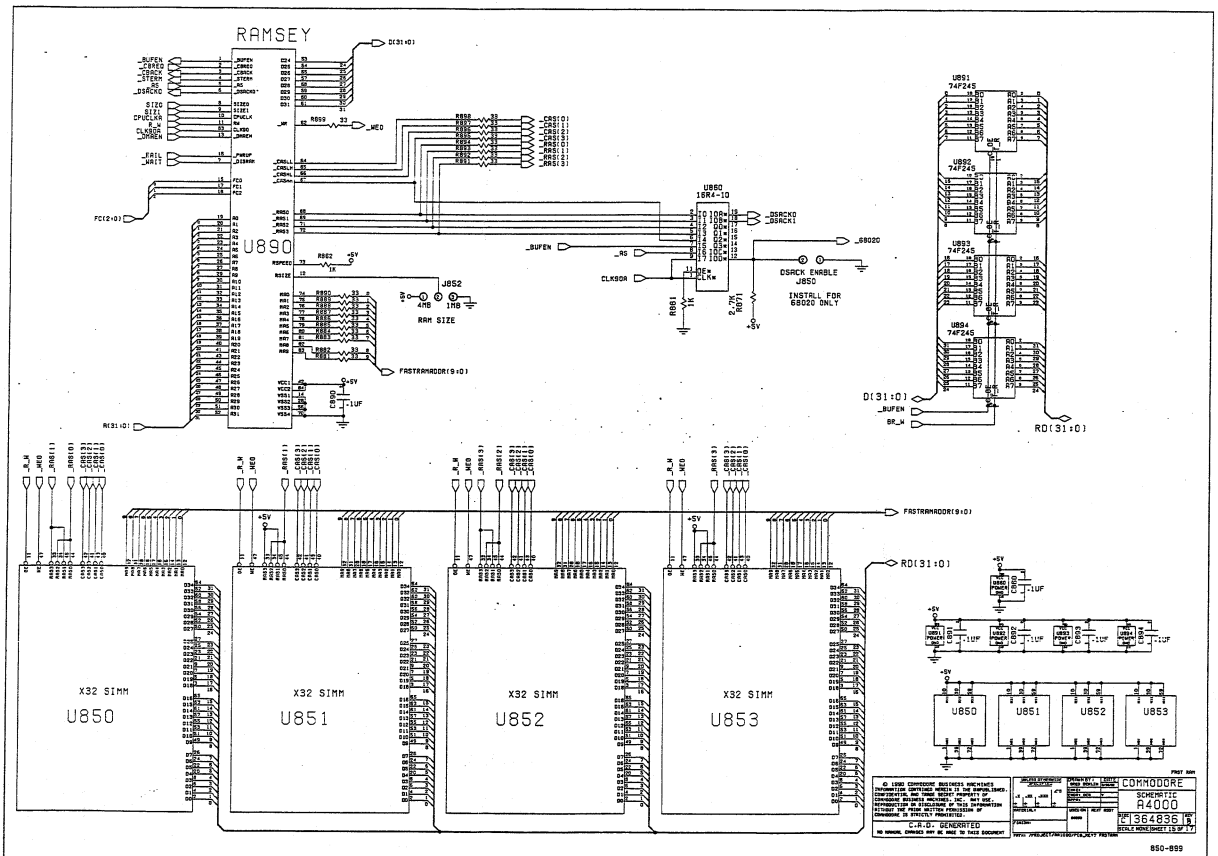
CHKD:
ENGR: DCB 10
APPR:
USED ON: A4000 NEXT ASSY

COMMODORE
SCHEMATIC
A4000
SIZE C | 364836 | REV B
SCALE NONE | SHEET 12 OF 17

PATH:/PROJECT/AM1000/PCB_REPT.1OOP.IN

600-649

MENTOR GRAPHICS VCR_SERVER 7.0


RAMSEY
U890
U891
74F245
U892
74F245
U893
74F245
U894
74F245
U860
16R4-10
U852
4MB
1MB
RAM SIZE
DSACK ENABLE
J50
INSTALL FOR
68020 ONLY
R861
2.7K
R871
X32 SIMM
U850
X32 SIMM
U851
X32 SIMM
U852
X32 SIMM
U853
U850
U851
U852
U853
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SCHEMATIC
A4000
C 1364836 9
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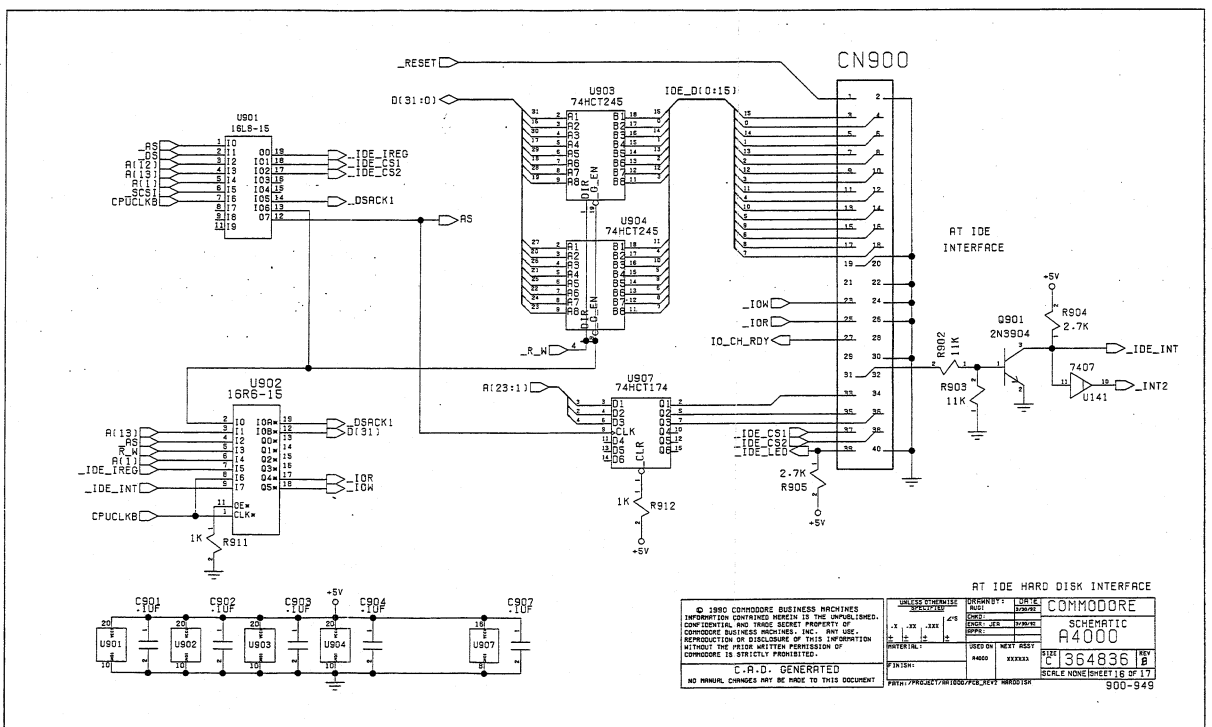
MENTOR GRAPHICS VCR_SERVER 7.8
850-899



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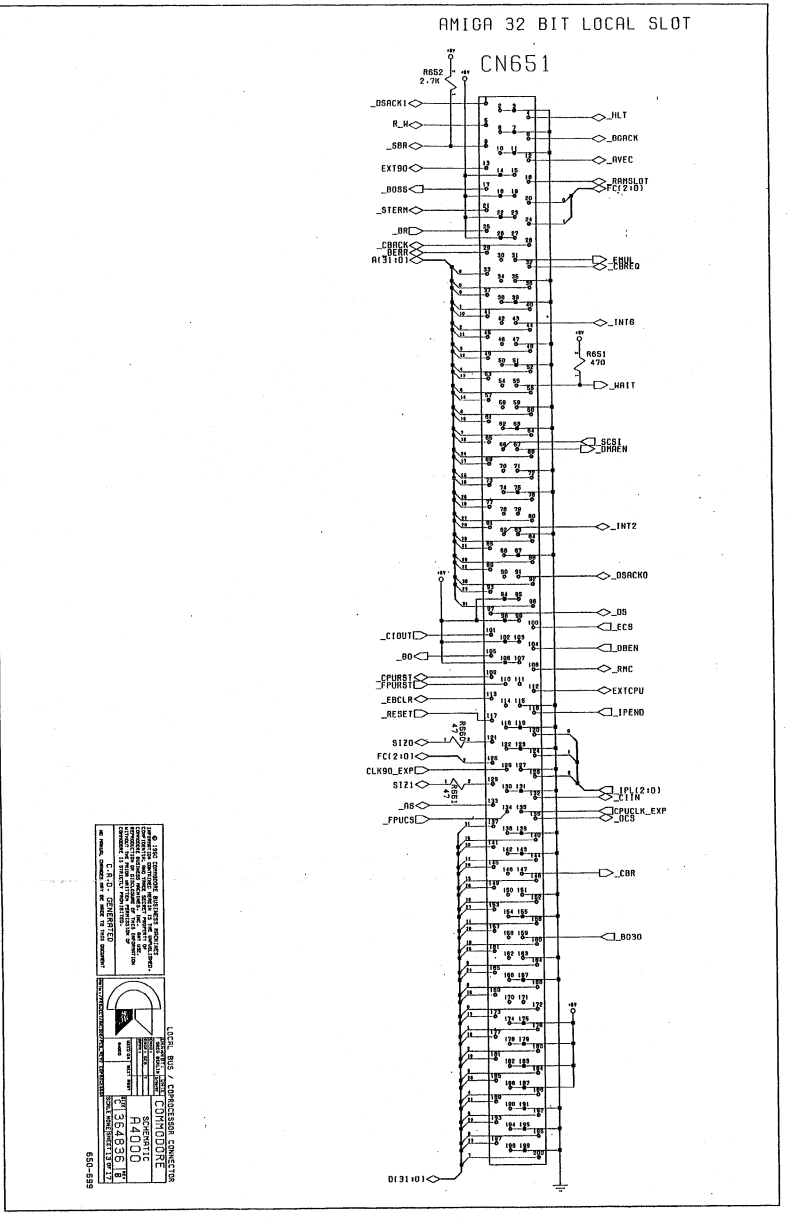

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LOCAL BUS / COPROCESSOR CONNECTOR

COMMODORE

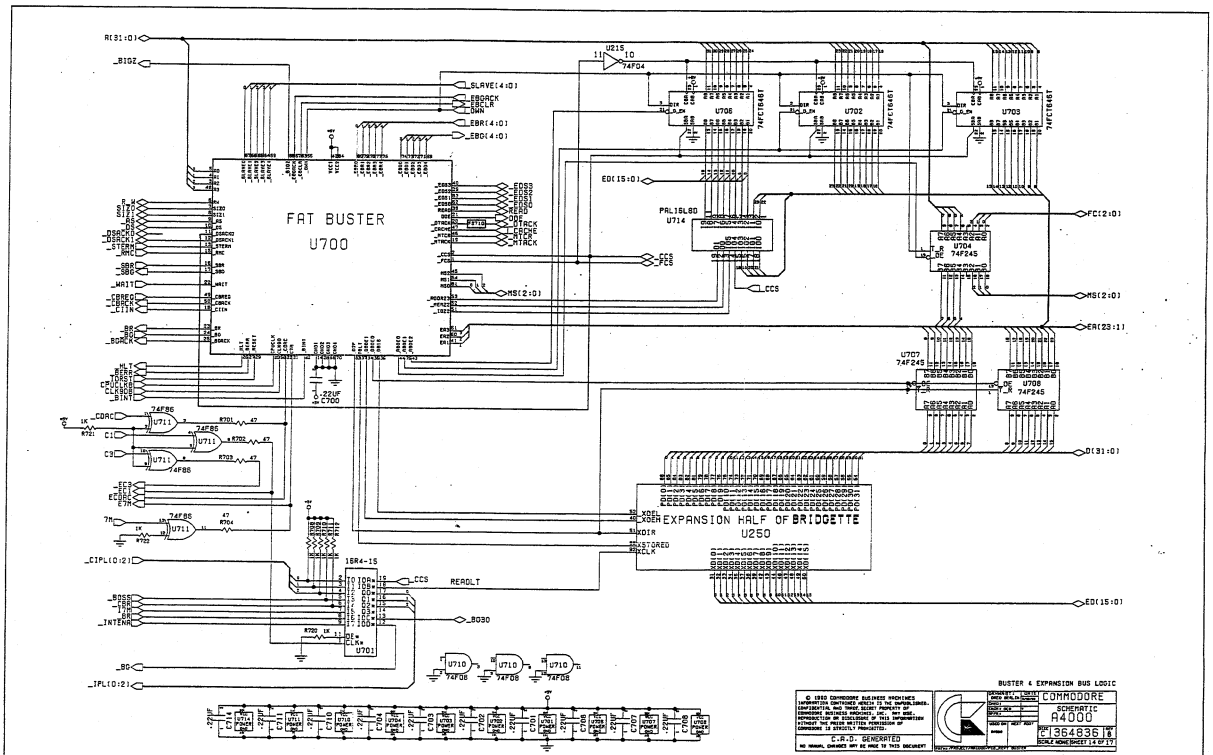
SCHEMATIC

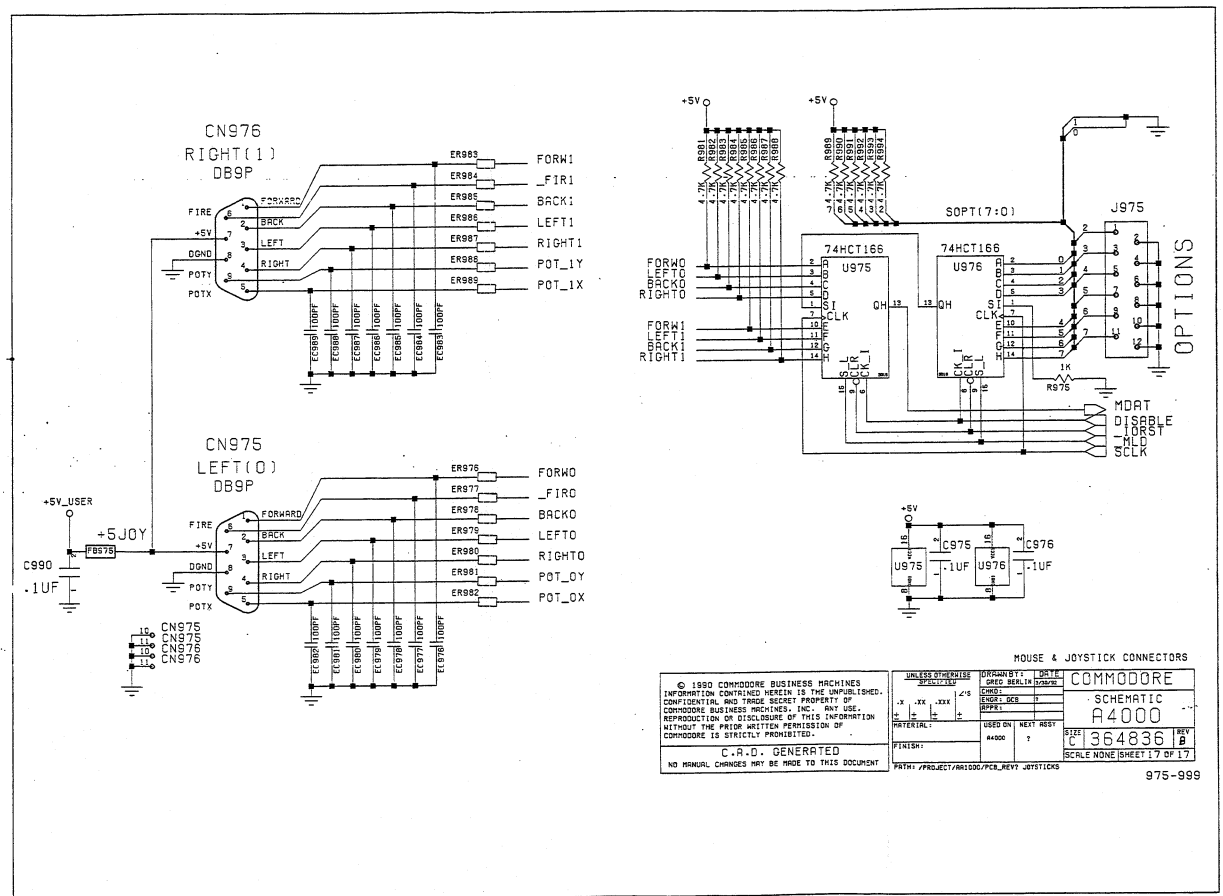
A4000

135486-01

REV 1.0

650-699


FAT BUSTER
U700
EXPANSION HALF OF BRIDGETTE
U250
SLAVE(4:0)
EBR(4:0)
EBO(4:0)
ED(15:0)
PAL16L8D
U714
FC(2:0)
MS(2:0)
ER(23:1)
D(31:0)
RESET
REQLT
BUSTER 4 EXPANSION BUS LOGIC
COMMODORE
SCHEMATIC
A4000
364836
700-749
MENTOR GRAPHICS VCR_SERVER 7.0


CN976
RIGHT(1)
DB9P
FORWARD
BACK
LEFT
RIGHT
FIRE
+5V
DGND
POTY
POTX
ER985
ER984
ER985
ER986
ER987
ER988
ER989
FORW1
_FIR1
BACK1
LEFT1
RIGHT1
POT_1Y
POT_1X
100PF
CN975
LEFT(0)
DB9P
ER976
ER977
ER978
ER979
ER980
ER981
ER982
FORW0
_FIR0
BACK0
LEFT0
RIGHT0
POT_0Y
POT_0X
+5V_USER
+5JOY
FB975
C990
.1UF
CN975
CN975
CN976
CN976
+5V
SOPT(7:0)
J975
OPTIONS
74HCT166
U975
U976
SI
CLK
QH
CLR_I
CLK_I
SH/LD_I
FORW0
LEFT0
BACK0
RIGHT0
FORW1
LEFT1
BACK1
RIGHT1
R975
1K
MDAT
DISABLE
_IORST
MCLK
SCLK
C975
C976
.1UF
MOUSE & JOYSTICK CONNECTORS
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DATE 3/30/92
CHKD:
ENGR: GCB
APPR:
MATERIAL:
FINISH:
USED ON A4000
NEXT ASSY ?
COMMODORE
SCHEMATIC
A4000
SIZE C
364836
REV B
SCALE NONE
SHEET 17 OF 17
PATH: /PROJECT/AA1000/PCB_REV2 JOYSTICKS
975-999
MENTOR GRAPHICS VCR_SERVER 7.8

Chapter 7

Schematics

A4000 PCB Assembly Schematics

The PCB assembly schematics include the following:

- CPU, FPU clocks, etc.
- FAT GARY, ROM information
- ROMS, RTC, keyboard, power in
- ALICE
- Chip RAM
- Serial port
- Parallel port, floppy
- Audio
- LISA
- Expansion bus connector
- Local bus / coprocessor connector
- BUSTER and expansion bus logic
- Fast RAM
- AT IDE hard disk interface
- Mouse and joystick connectors